

Project managers:

Gerd

Dates:

Dec 23, 2013 - Feb 2, 2014

Complete:

0%

Tasks:

23

People:

7

Tasks

Name	Begin date	End date
Grundlegende Spielstruktur	12/23/13	12/23/13
Datenstruktur	12/23/13	1/4/14
3D-Komponenten	1/2/14	1/5/14
3D-Modelle	12/23/13	12/23/13
3D-Modell-Klassen	1/8/14	1/11/14
Kantendarstellung	1/8/14	1/8/14
Übergangsdarstellung	1/8/14	1/10/14
Flächen	1/11/14	1/11/14
Bugfixes	1/2/14	1/22/14
Widgets	1/2/14	1/5/14
GameScreens	1/2/14	1/7/14
Einstellungsmenüs	1/7/14	1/7/14
Grundlegende Screens	1/2/14	1/2/14
Spielmodi	1/7/14	1/7/14
Rendereffekte	1/7/14	1/17/14
Standardeffekte	1/7/14	1/7/14
Optionale Effekte	1/8/14	1/17/14
Start	12/23/13	12/23/13
Eastereggs	1/12/14	2/1/14
Eingabe/Ausgabe	1/5/14	1/8/14
Standardformate	1/5/14	1/5/14
3D-Drucker-Formate	1/5/14	1/8/14

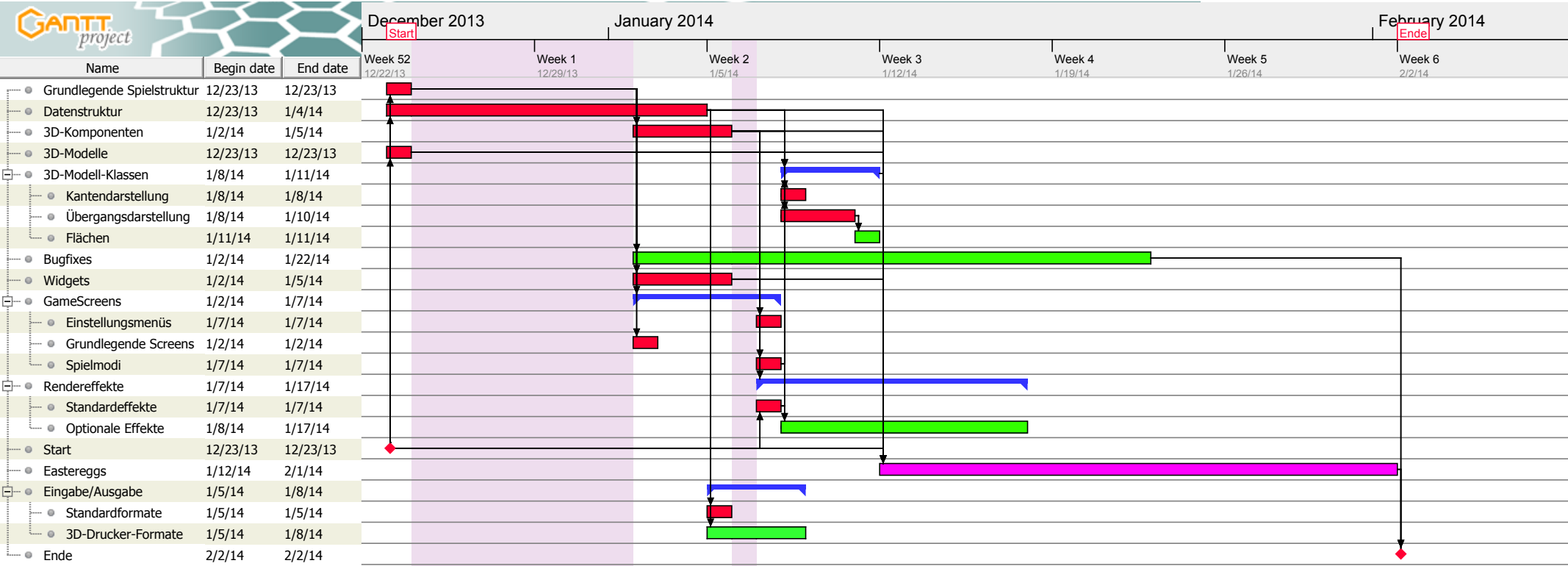
Tasks

Name	Begin date	End date
Ende	2/2/14	2/2/14

Resources

Name	Default role
Gerd	project manager
Tobias	developer
Maximilian	developer
Pascal	developer
Christina	developer
Daniel	developer
Extern	graphic designer

Gantt Chart



Resources Chart

