Bad-At-Unity-Game

Project manager

Project dates   Sep 21, 2020 - Nov 18, 2020

Completion   31%
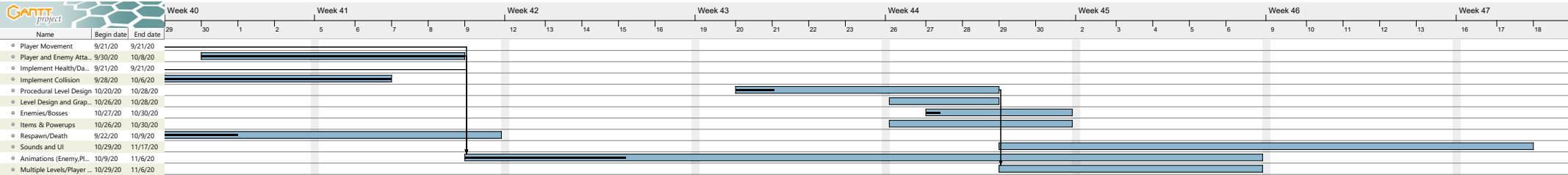Tasks   12
Resources   3

Tasks

Name	Begin date	End date
Player Movement	9/21/20	9/21/20
Player and Enemy Attacks	9/30/20	10/8/20
Implement Health/Damage	9/21/20	9/21/20
Implement Collision	9/28/20	10/6/20
Procedural Level Design	10/20/20	10/28/20
Level Design and Graphics	10/26/20	10/28/20
Enemies/Bosses	10/27/20	10/30/20
Items & Powerups	10/26/20	10/30/20
Respawn/Death	9/22/20	10/9/20
Sounds and UI	10/29/20	11/17/20
Animations (Enemy,Player,Items,etc.)	10/9/20	11/6/20
Multiple Levels/Player Spawning	10/29/20	11/6/20

Resources

Name	Default role
Hunter	Programmer
Patrick	Programmer
Matt	Programmer

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Gantt Chart

Name	Begin date	End date
Player Movement	9/21/20	9/21/20
Player and Enemy Atta...	9/30/20	10/8/20
Implement Health/Da...	9/21/20	9/21/20
Implement Collision	9/28/20	10/6/20
Procedural Level Design	10/20/20	10/28/20
Level Design and Grap...	10/26/20	10/28/20
Enemies/Bosses	10/27/20	10/30/20
Items & Powerups	10/26/20	10/30/20
Respawn/Death	9/22/20	10/9/20
Sounds and UI	10/29/20	11/17/20
Animations (Enemy,Pl...	10/9/20	11/6/20
Multiple Levels/Player ...	10/29/20	11/6/20

Week 40 | Week 41 | Week 42 | Week 43 | Week 44 | Week 45 | Week 46 | Week 47

29 30 1 2 5 6 7 8 9 12 13 14 15 16 19 20 21 22 23 26 27 28 29 30 2 3 4 5 6 9 10 11 12 13 16 17 18

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Resources Chart

Name	Default role	Week 40	Week 41	Week 42	Week 43	Week 44	Week 45	Week 46	Week 47
Hunter	Programmer	50% 150% 150% 50%				43% 143% 183%	83%	50%	50%
Patrick	Programmer	150% 150% 50%				143% 83%	83%	50%	50%
Matt	Programmer					215% 233% 133%			