

Bad-At-Unity-Game

Oct 22, 2020

<http://>

Project manager

Project dates

Sep 21, 2020 - Nov 18, 2020

Completion

31%

Tasks

12

Resources

3

Tasks

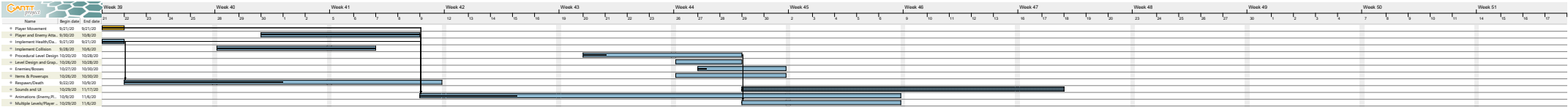
2

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

Gantt Chart



Resources Chart

