

BASIC GANTT CHART

PROJECT TITLE		Cub3D	COMPANY NAME	42 Le Havre
PROJECT MANAGER			DATE	

								Phase One																			
Task ID	Task Title	Dependencies	Task Owner	Start Date	Due Date	Duration	Pct of Task Complete	Week 1					Week 2					Week 3									
								M	T	W	R	F	M	T	W	R	F	M	T	W	R	F					
1	Parsing			3/10/2025																							
1.1	Arguments, file		L	3/10/2025	3/10/2025		100%																				
1.2	Colors (floor & ceiling)		L	3/10/2025	3/10/2025		100%																				
1.3	Textures	2.1	L	3/10/2025	3/21/2025		100%																				
1.4	Map: wrong characters		L	3/14/2025	3/14/2025		100%																				
1.5	Map: empty line		L	3/17/2025	3/17/2025		100%																				
1.6	Map: wall outline, empty spaces		L	3/14/2025	3/18/2025		100%																				
1.7	Memory leak deboging in color parsing		L	3/18/2025	3/19/2025		100%																				
1.8	GNL leak		L	3/19/2025	3/19/2025		100%																				
1.9	Tab management in map: not the same size as spaces		L	3/19/2025	3/20/2025		100%																				
1.10	Error messages		L	3/19/2025	3/21/2025		100%																				
1.11	Tests with various maps	1.3	L	3/18/2025	3/21/2025		100%																				
2	Init																										
2.1	MLX42		A	3/17/2025			100%																				
3	Render																										
3.1	mlx window		A	3/17/2025	3/18/2025		100%																				
3.2	starting pos, direction vector, camera plane		A	3/18/2025	3/19/2025		100%																				
3.3	main render loop		A				100%																				
3.4	Preparing data for vertical stripes		A				100%																				
3.4.1	Calculate ray direction		A				100%																				
3.4.2	Determine map cell of player (float to int)		A				100%																				
3.4.3	Delta distances		A				100%																				
3.4.4	Step direction (based on ray dir sign)		A				100%																				
3.5	DDA (Digital differential analysis)		A				100%																				
3.6	perpendicular wall dist , wall slice height		A				100%																				
3.7	texture / Collision		A				100%																				
3.8	Floor / ceiling		A				100%																				
3.9	Calculate frames per second to set movespeed and rotation speed		A				100%																				
3.10	Frame update / clear buffer / loop repeat		A				100%																				
3.11	Norminette render		A				100%																				
4	Input																										
4.1	WASD for movement and arrows for rotation		A				100%																				
4.2	Escape key		A				100%																				
4.3	Close window		A				100%																				
5	Bibliography																										
	Code explanation		L	3/21/2025	3/24/2025		100%																				
6	Minimap																										
6.1	Minimap		A	3/24/2025			100%																				
6.2	Debug : test every map		L	3/25/2025	3/25/2025		100%																				
6.3	Documentation		L	3/25/2025	3/25/2025		100%																				