Zombies videoGame

Project Start:	จ., 3/16/2020
Display Week:	1

				มี.ค. 16, 2020	มี.ค. 23, 2020	มี.ค. 30, 2020	เม.ย. 6, 2020	เม.ย. 13, 2020	เม.ย. 20, 2020	เม.ย. 27, 2020	พ.ค. 4, 2020
TASK	Name	predecessor	time(day)	16 17 18 19 20 21 22	23 24 25 26 27 28 29	30 31 1 2 3 4 5	6 7 8 9 10 11 12	13 14 15 16 17 18 19	20 21 22 23 24 25 26	27 28 29 30 1 2 3	4 5 6 7 8 9 10
Task H	Humanoid base classes	-	3								
Task C	Texture editor	-	4								
Task A	Robotic control module	-	5								
Task G	Rendering engine	-	6								
Task F	Artificial intelligence	-	6								
Task I	Character classes	H	3								
Task J	Zombie classes	H	4								
Task B	Texture library	C	4								
Task D	Character editor	A, G, I	6								
Task L	Test environment editor	C, G	6								
Task O	Character animator	A, G, J	6								
Task K	Test environment	L	5								
Task E	Character animator	D	6								
Task P	Zombie animator	O	7								
Task N	Zombie library	B, J, O	17								
Task M	Character library	B, E, I	9								
Task Q	Character testing	K, M	3								
Task R	Zombie testing	K, N	4								