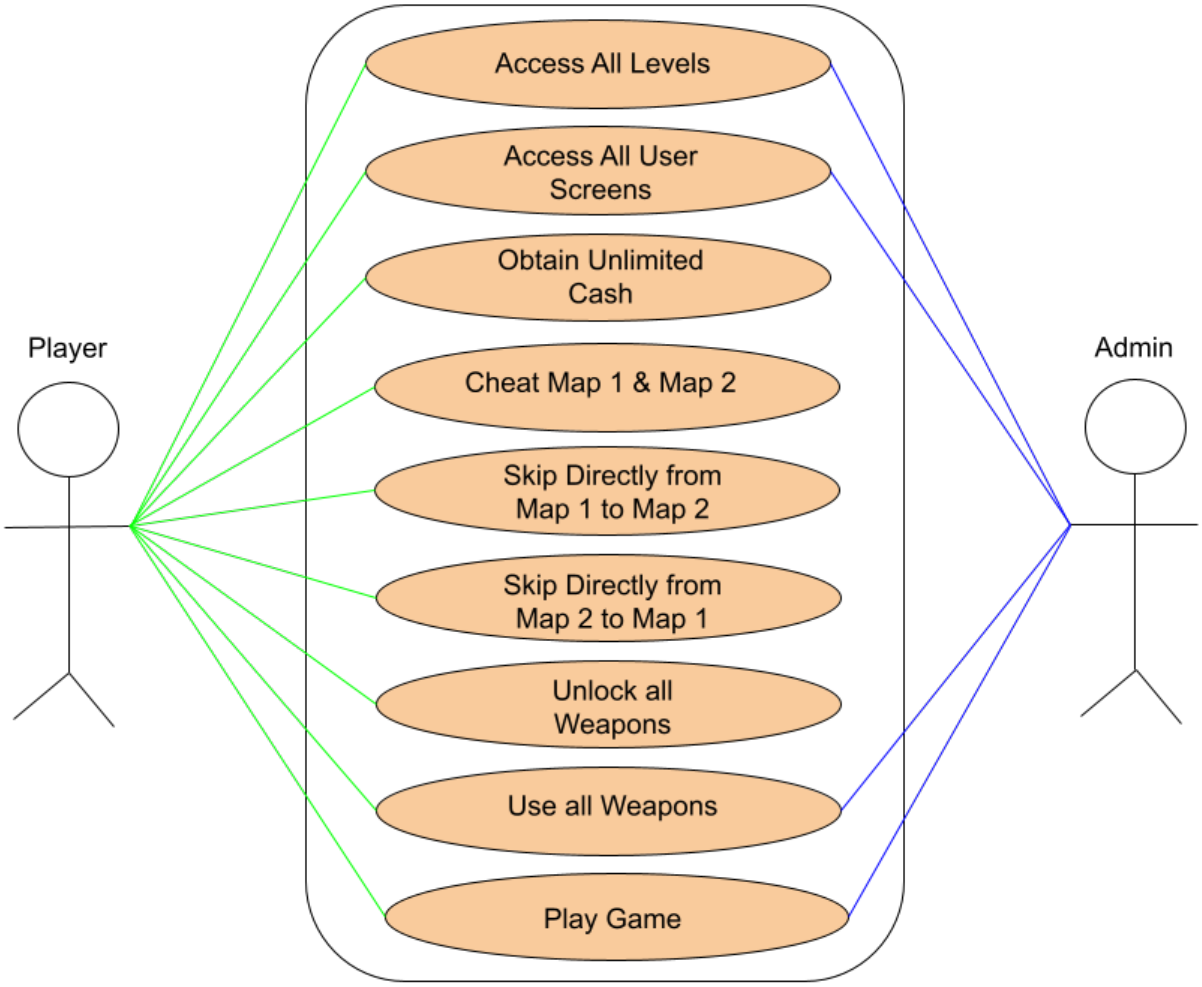
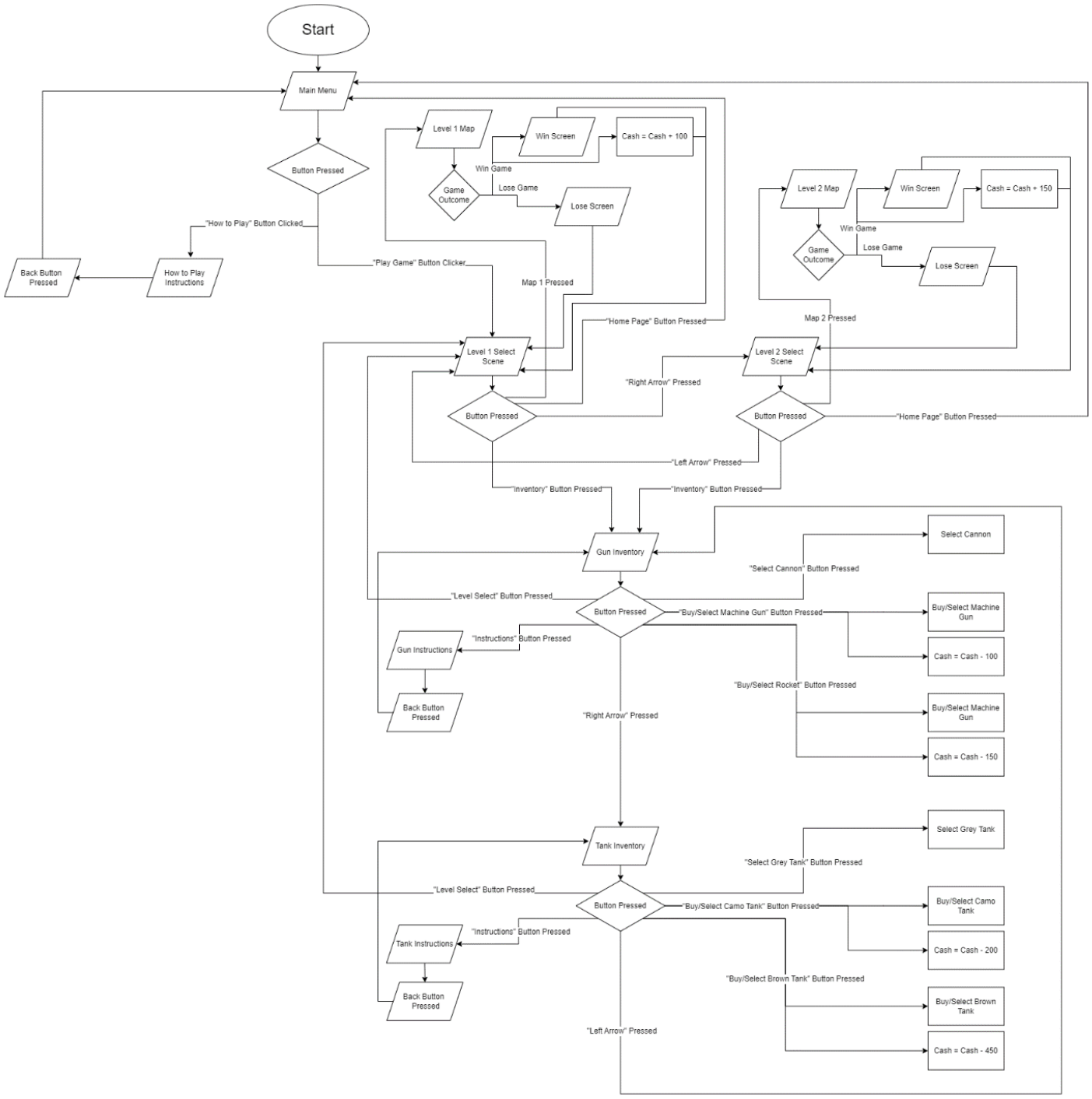
Use Case Diagram:



Gantt Chart:

					Timeline					
				Phase 1 - Design Locker & Acquire Technology						
Tasks	December 13	Decmeber 14	December 15	December 16	December 17	December 18	December 19	December 20	December 21	December 22
Decide Project										
Design Game										
Code Main Screens										
Code Level Select Scenes										
Code Inventory										
Code Level 1										
Code Tank Movement Function										
Code Computer Tanks										
Code Missile Collision										
Code Level 2										
Code Winning Scene										
Code Defeat Scene										
Legend										
	Decisions									
	Designing									
	Coding									

Program Flowchart: