

	Week 1	Week 1 2/23	Week 2	Week 2 03/02	Week 3	Week 3 03/09	Week 4	Week 4 03/15
<b>Documentation</b>								
Software Requirements Specification LH LW								
Software Design Specification CC BY								
Project Plan ZB								
User Documentation								
Developer Documentation ZB								
Editor Approval								
Tutorial Documentation								
<b>Prototypes</b>								
Prototype 1: Basic Backend Communication								
Prototype 2: Basic 3D Model								
Prototype 3: Basic 3D World								
Prototype 4: Basic 3d World with entities								
Prototype 5: Basic World with interaction								
<b>IO System</b>								
Image File Reading								
Sound File Reading								
Shader File Reading								
Vertex File Reading								
<b>Testing</b>								
Prototype 1 Testing								
Prototype 2 Testing								
Prototype 3 Testing								
Prototype 4 Testing								
Prototype 5 Testing								
Integration Testing								
<b>System Components</b>								
Setting up back end system								
Real 3D rendering								
Event Handling								
Object Creation								
Shader creation								
Threading Complete								
File Reading/Parsing								

