

Tasks		1	2
Art/Design	Basic sprite and animation for playable character 1		
	Basic sprite and animation for playable character 2		
	Basic sprite and animation for playable character 3		
	Basic sprite and animation for playable character 4		
	Sprite and animation for chapter 1 enemies		
	Chapter 1 mission design		
	Battle interface design		
	Character selection interface design		
Programming	Generic player control		
	Playable character mechanic		
	Enemy AI		
	Battle stage Mechanic		
	Demo QA and bugs fixed		
Music/Sound	Music		
	Sound Effect		

Month

3

4

5

6

[REDACTED]