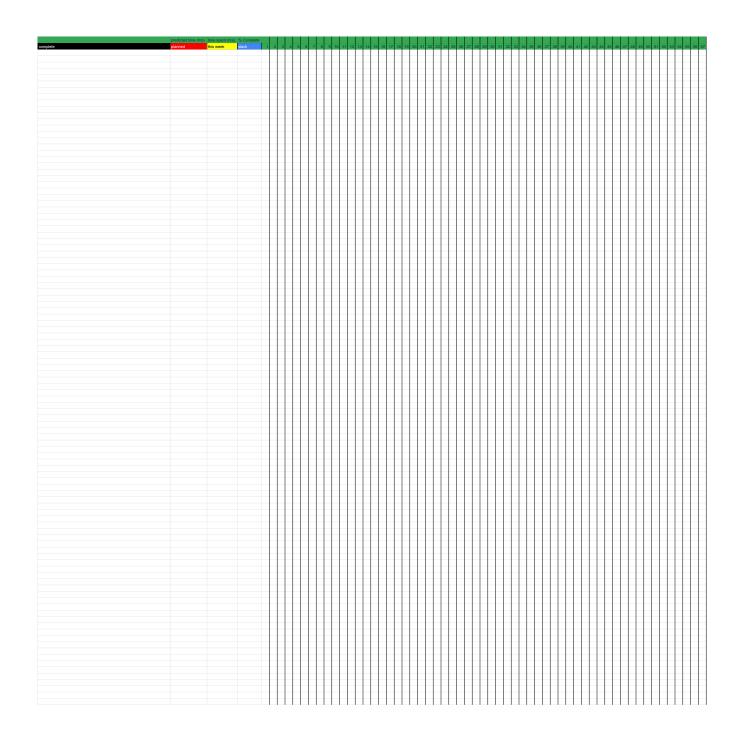
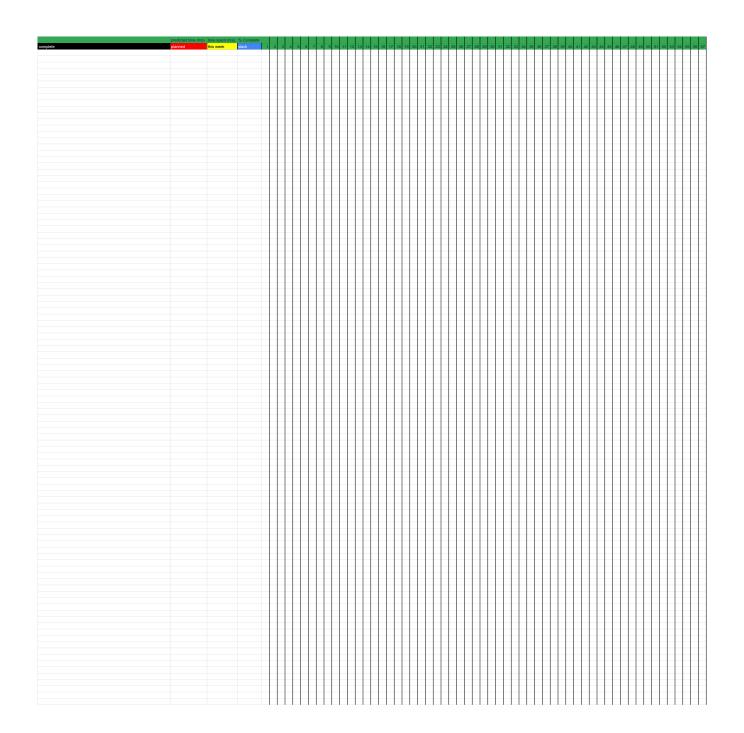
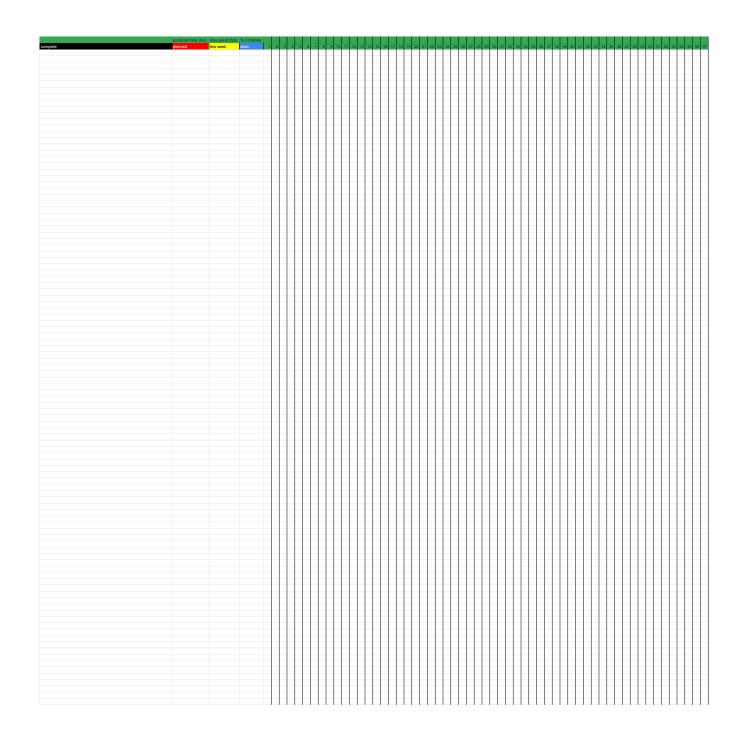
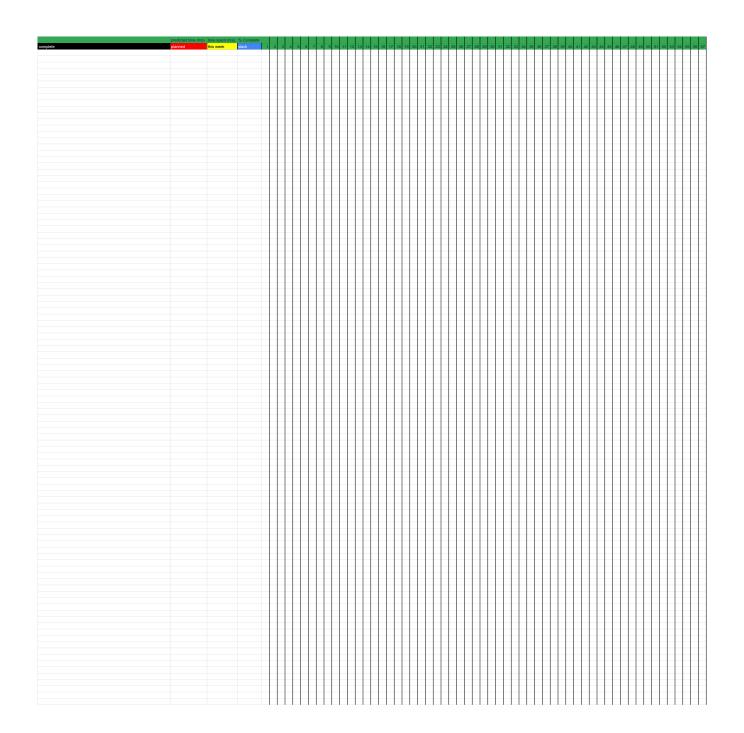
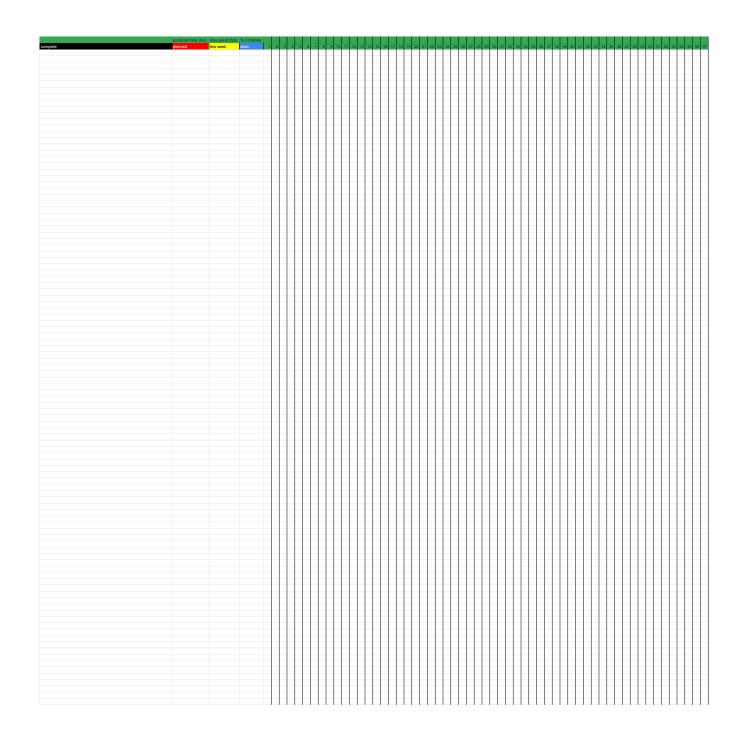
	predicted time (hrs) time spent	t (hrs) % Complete		
complete Engle (TL1)	planned this week	slack	5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39	40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57
Ferris (TL1) Requirements Collection	2	1 100%	5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39	
Sprite Design	4	2 35%		
Controller Design	3	3 100%		
Level Creation	6	1 17%	3	
Script Interpolation	5	3 60%	3.4	
Facade Implementation	1	0 0%		
QA Testing	3	1 33%	6	
Total	24	11		
Taran (TL2)			5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 28 27 28 29 30 31 32 33 34 35 36 37 38 39	40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57
Requirements Collection	4			
Asset Collection	3	2 80%		
Tileset Construction	4	4 80%		
Rising Lava	4 20	1 50%		
Level Prece Design Level Procedural Generation	20 15	7 30% 5 90%		
Collectibles	4	5 90%		=
Enemy and Collectible Integration	5	6 90%		
Testing	5	1 20%		
0				
Total				
Total Gavin (TL3)	64	33	E	1 40 41 42 42 44 45 48 47 48 47 48 47 48 47 48
Gavin (TL3) 0 Collect Sound Assets		1.5	5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 28 27 28 29 30 31 32 33 34 35 36 37 38 39	40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57
0 Collect Sound Assets 1 Trim assets	1	1.0		
2 Sound Controller Base Class	2	2		
3 Testing I	1	1		
4 Implementation I	1	1.5		
5 Rewrite Base Class in C#	2	2		
6 Game SoundPlayer	1	1.5		
7 Testing II	1	1.5		
8 Implementation II	1	0		
9 EnemySoundPlayer 10 Make SoundController prefab	1	0 0		
10 Make SoundController pretab 11 Testing III	1	0		
12 Implementation III		0		
Pattern: Decorator		100		
Total	15	12 62		
Jason (TL5)			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 31 32 33 34 35 36 37 38 39	40 41 42 43 44 45 48 47 48 49 50 51 52 53 54 55 56 57
Research Al patterns for 2d Platformers	2	2 100.00%		
Design Basic Enemy Behavior	3	2 50.00%		
Implement Pathfinding Algorithms	4	3 50.00%		
Demo Mode	0	3 100.00% 6 50.00%		
Facade Implementation Develop Collision Detection for Enemies	3	6 50.00% 2 100.00%		
Integrate AI with level design Elements	3	1 50.00%		
Enemy Unique Abilities	3	2 66.00%		
Test and Debug Enemy Al Interactions	3	1 25.00%		
Optimize Performance of Al Code	1	0 0.00%		
Total	24	22		
Julia (TL6) 1 - Make Menu Assets (ART)	2	0 100%	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 31 32 33 34 35 36 37 38 39	40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57
2 - Write User Manual (DOCS)	0	0 100% 2 80%		
3 - Create Build System (make)	0	2 100%		
4 - Implement Menu Composite/Game Handler Singleton (incl. Refactor)	4	6 100%		
5 - Create Death Screen - Composite Element	1	2 100%	4	
6 - Create Main Menu - Composite Element	1	1 100%	4	
7 - Create Pause Menu - Composite Element	1	1 100%		
8 - Create Settings Menu - Leaf Element 9 - Create Character Creator - Leaf Element	2	1 20.00%		
9 - Create Character Creator - Leaf Element 10 - Create Credits Menu - Leaf Element	1	2 100% 1 100%		
11 - Make HUD Assets (ART)	4	2 80.00%		
12 - Create HUD System - uses Menu Composite	3	2 100.00%		
13 - Create Player HUD	1	2 100%	12	
14 - Create Mobile Hud - Leaf Element	1	3 90.00%	12	
15 - Create Shop HUD - Abstract Factory - Leaf Element	3	4 100.00%		
16 - Test Plan	3	1 10%	[4,15] & [[11]	
18 - Ceate Prefab	2	0 0%		
Total	30	32		

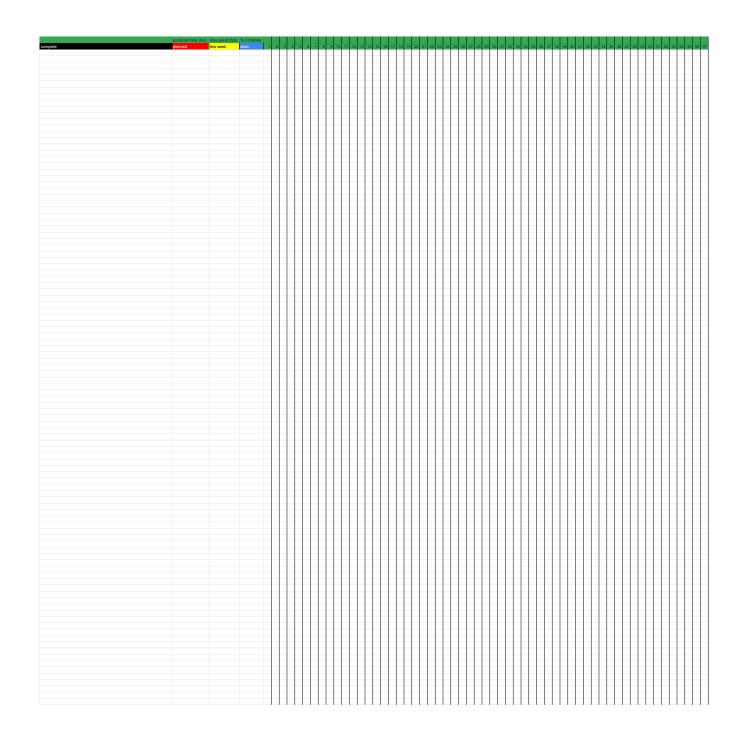


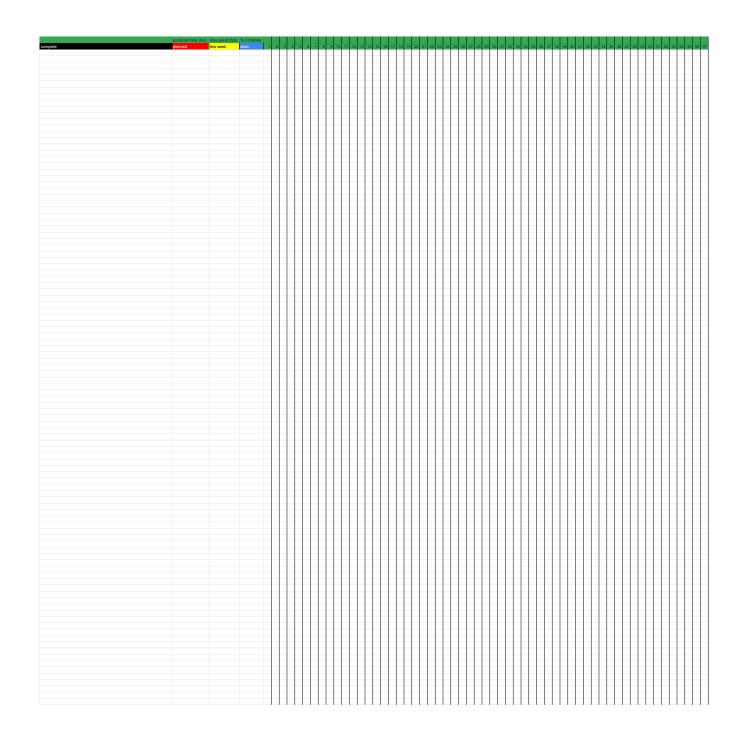


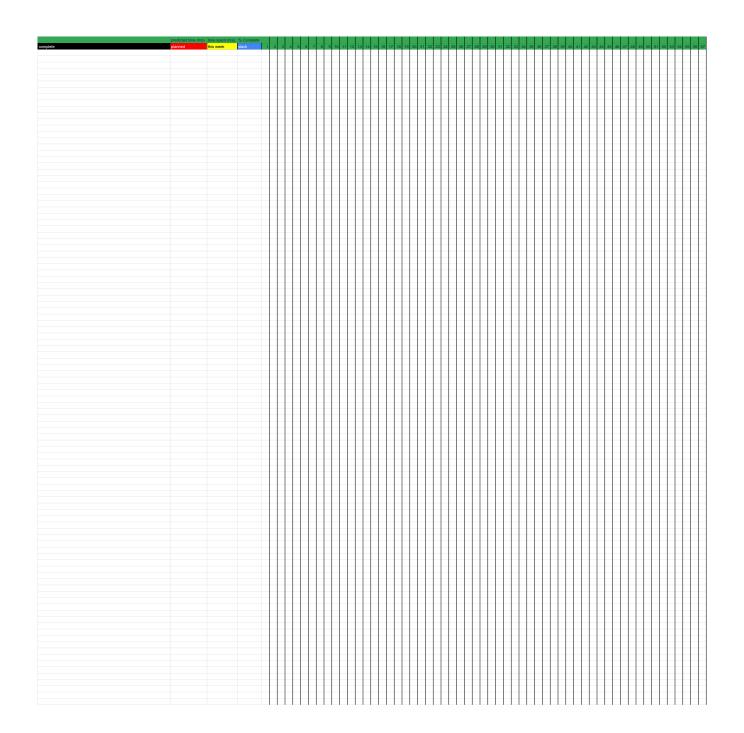












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