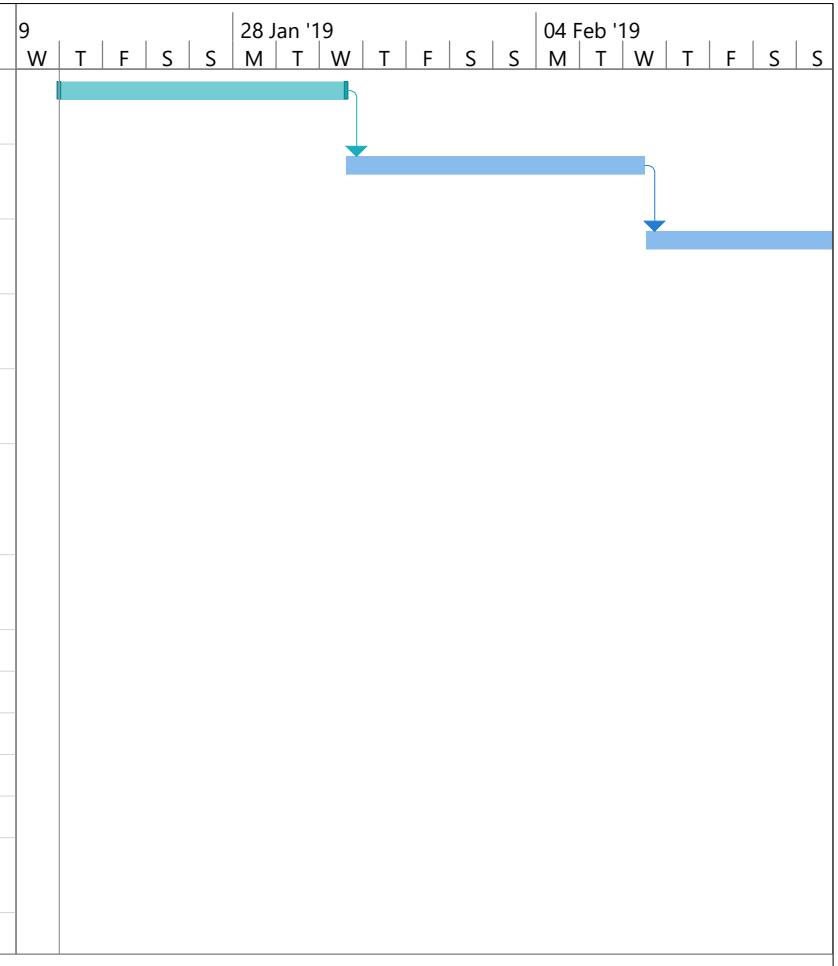
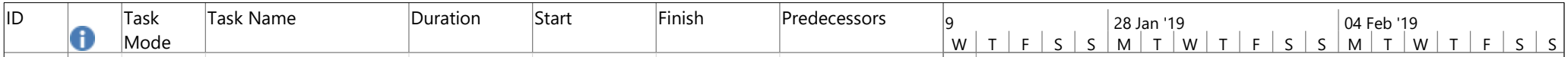
ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
1		Research generation approaches	7 days	Thu 24/01/19	Wed 30/01/19	
2		choice of tools and algorithm	7 days	Wed 30/01/19	Wed 06/02/19	1
3		pseudo code for fortunes algorithm	7 days	Wed 06/02/19	Wed 13/02/19	2
4		Find a suitable Voronoi Library	7 days	Wed 13/02/19	Tue 19/02/19	3
5		format Progress report	7 days	Wed 20/02/19	Tue 26/02/19	4
6		Generate tiles (voronoi mesh) & create islands	2 days	Tue 26/02/19	Thu 28/02/19	5
7		Elevation(height map)	1 day	Thu 28/02/19	Fri 01/03/19	6
8		Rivers	3 days	Fri 01/03/19	Mon 04/03/1	7
9		Moisture	2 days	Mon 04/03/1	Wed 06/03/1	8
10		Biomes	7 days	Wed 06/03/1	Wed 13/03/1	9
11		Biome blending	4 days	Wed 13/03/1	Sun 17/03/1	10
12		custom label system	2 days	Sun 17/03/1	Mon 18/03/1	11
13		important character token system	1 day	Tue 19/03/19	Tue 19/03/19	12
14		Ruler system	4 days	Wed 20/03/1	Sat 23/03/19	13



Project: Gantt chart short Estim
Date: Mon 25/02/19

Task	Inactive Summary	External Tasks
Split	Manual Task	External Milestone
Milestone	Duration-only	Deadline
Summary	Manual Summary Rollup	Progress
Project Summary	Manual Summary	Manual Progress
Inactive Task	Start-only	
Inactive Milestone	Finish-only	

ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
15		define water crossing system	4 days	Sat 23/03/19	Wed 27/03/19	14



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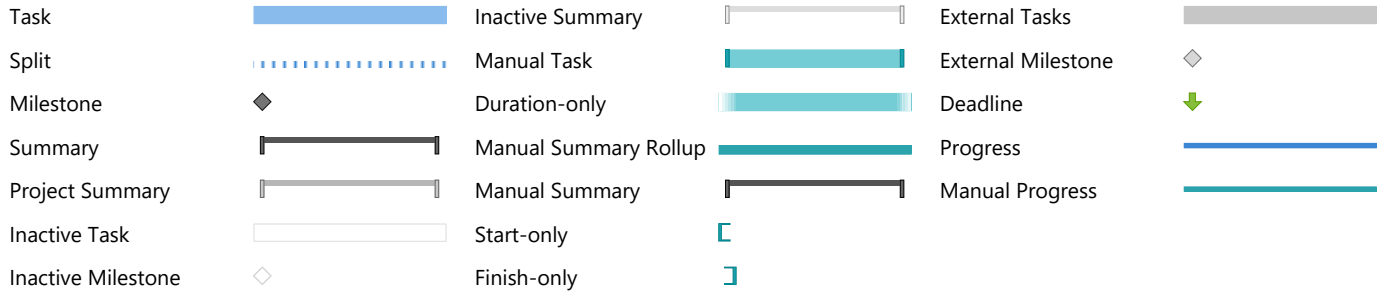

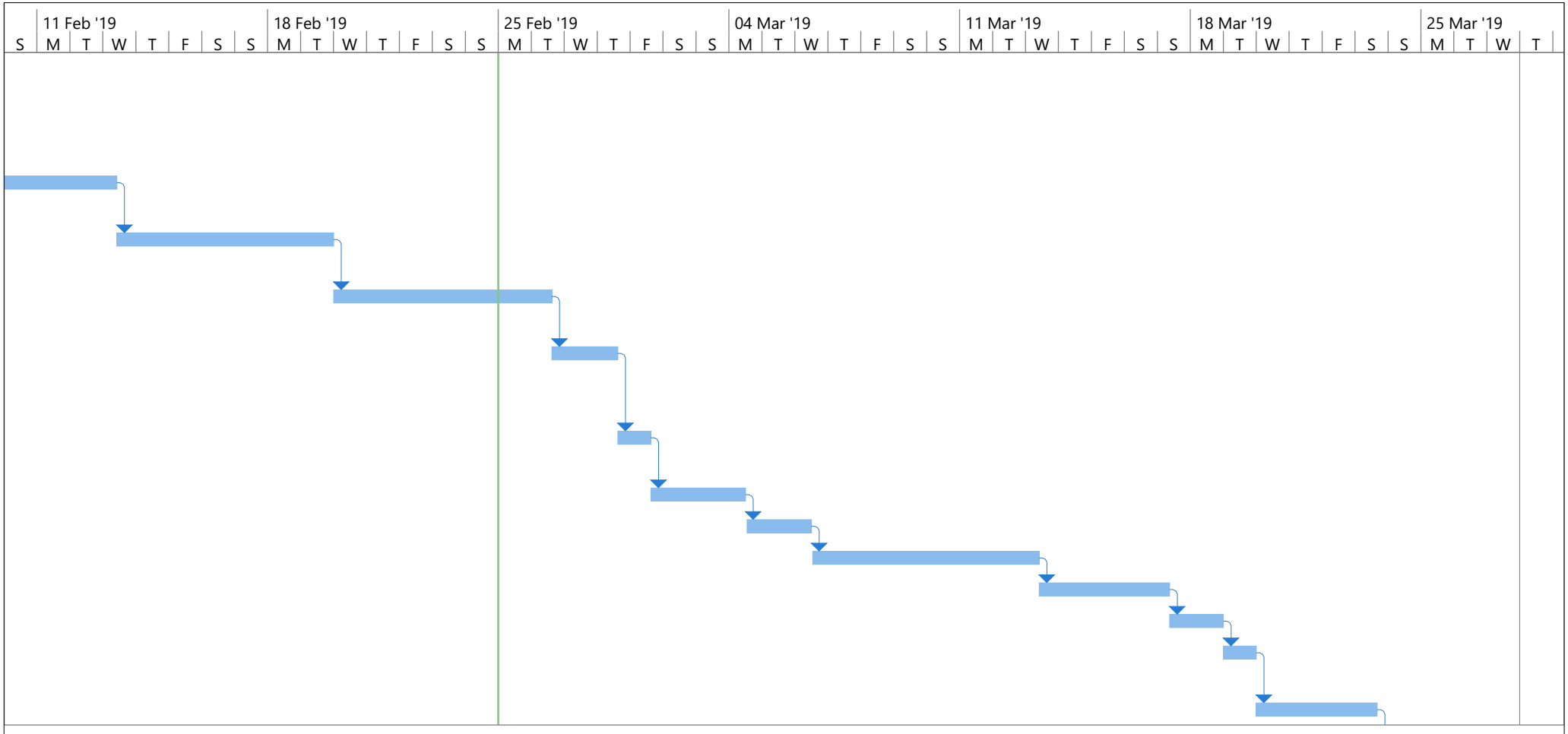

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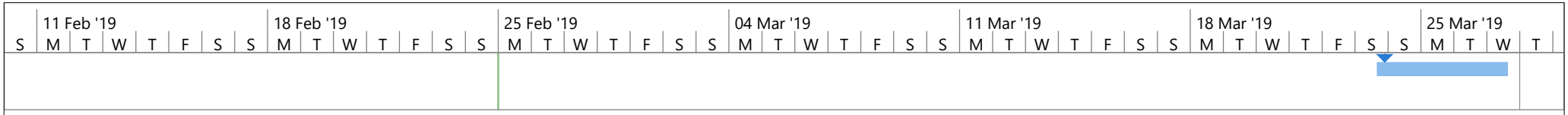

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Task		Inactive Summary		External Tasks	
Split		Manual Task		External Milestone	
Milestone		Duration-only		Deadline	
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Project Summary		Manual Summary		Manual Progress	
Inactive Task		Start-only			
Inactive Milestone		Finish-only			