Tasks	1	2	3	4	5	6	7	8	9	10
Project proposal form	▓									
Ethics approval process		▓								
Finalising project scope			▓							
Research gaming & teaching relationship				▓	▓	▓	▓	▓	▓	
Research use of procedural generation					▓	▓	▓	▓	▓	▓
Create code to psuedo-randomly generate maps						▓	▓			
Decide who target market is									▓	
Decide what questions and tasks to have in-game									▓	▓
Get feedback on project so far (Tutor)										
Implement tasks in separate projects										
Integrate tasks into procedurally generated map										
Create character code										
Create GUI										
Testing components										
Get feedback on project so far (Peers)										
Evaluation: Gaming in teaching and benefits of procedural gneration										
Finish project write up & submission										

Week												
11	12	13	14	15	16	17	18	19	20	21	22	23

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