Time Management

Time update 1:

Grey->importance

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| (Each section will also be tested at said time) | Nov | Dec | Jan | Mar | Apr | May |
| Create site |  |  |  |  |  |  |
| Login(start back end) |  |  |  |  |  |  |
| Move test(attack+move) |  |  |  |  |  |  |
| Animate test |  |  |  |  |  |  |
| Make basic character(name, design, proper animations) |  |  |  |  |  |  |
| Add enemies+Boss |  |  |  |  |  |  |
| Test multiplayer |  |  |  |  |  |  |
| Add proper land |  |  |  |  |  |  |
| Make start area |  |  |  |  |  |  |
| Add city |  |  |  |  |  |  |
| Polish(if unfinished what is already there) |  |  |  |  |  |  |

Time update 2:

Previous gantt red->green how much finished

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| (Each section will also be tested at said time) | Nov | Dec | Jan | Mar | Apr | May |
| Create site |  |  |  |  |  |  |
| Login(start back end) |  |  |  |  |  |  |
| Move test(attack+move) |  |  |  |  |  |  |
| Animate test |  |  |  |  |  |  |
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| Add proper land |  |  |  |  |  |  |
| Make start area |  |  |  |  |  |  |
| Add city |  |  |  |  |  |  |
| Polish(if unfinished what is already there) |  |  |  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Dec | Jan | Feb | Mar | April | … |
| Login/signup |  |  |  |  |  |  |
| Scroll to news from homepage |  |  |  |  |  |  |
| Polish design |  |  |  |  |  |  |
| Insert images |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Character design and animations |  |  |  |  |  |  |
| Attack script |  |  |  |  |  |  |
| Enemies and boss |  |  |  |  |  |  |
| Name display |  |  |  |  |  |  |
| Test multiplayer |  |  |  |  |  |  |
| Terraform |  |  |  |  |  |  |
| Polish design |  |  |  |  |  |  |

timetable:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Date | 20/1/2021 | 3/2/2021 | 10/2/2021 | 24/2/2021 | 3/3/2021 |  |
| Type | evaluation | Log update | evaluation | Log update | evaluation | Log update |

24/2/2021 Log update has been missed