

| | | Project Name | PROJECT DURATION | PROJECT START DATE | | PROJECT END DATE | |
|---------|-------------------------|---|------------------|--------------------|--------------|------------------|--------------|
| | | BISDAKIDS CAPSTONE 40 | 100 | Aug 23, 2023 | | Dec 01, 2023 | |
| Task ID | Task | Task Description | Task Owner | STATUS | COMPLETION | Start Date | End Date |
| - | LEVEL 1 | | | | | | |
| 1 | Project Initiation | Starting the project from scratch and saving necessary assets | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 2 | Node Structuring | Proper initiation of the project entails creating a coherent node structure | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 3 | Game Scene Creation | Level 1 game scene initial | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 4 | 4 objects | Creating the base framework for all objects, collision polygon, sprite, and area2d | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 5 | Game Mechanic Coding | Reusable code for any levels. Selects a number of objects randomly Store in memory (Later on display to ui) | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 6 | Point and Click Codes | if mouse click, get mouse position and get the area2ds on that position, assign layering for each area and only follow the topmost layer. | Dwight | COMPLETED | As scheduled | summer break | summer break |
| 7 | Animation using Tweens | Code for the animation of the objects, make sure the code is reusable for other objects and levels. | Moses | COMPLETED | As scheduled | Aug 23, 2023 | Aug 27, 2023 |
| 8 | Improve Tween Animation | Finalize the animation with scale, position, rotation, and particles animation | Moses | IN PROGRESS | | Aug 23, 2023 | Aug 29, 2023 |
| 9 | Finish making objects | Complete the remaining level 1 objects, with collision and everything | Carl | OVERDUE | | Aug 23, 2023 | Aug 27, 2023 |
| 10 | Create UI for the HUD | Create structure for the UI HUD | Kim | OVERDUE | | Aug 23, 2023 | Aug 27, 2023 |
| 11 | Code the text labels | Code the UI so that it can change the text content dynamically. Communicate with animator and collaborate on how to handle the animation of a found object | Kim | IN PROGRESS | | Aug 23, 2023 | Aug 29, 2023 |
| 12 | | | | | | | |