

Tomb Of Khaud'Ghur		Term 1										Break		Term 2											
Start Date: 01/10/2019	Weeks	1	2	3	4	5	6	7	8	9	10	1	2	1	2	3	4	5	6	7	8	9	10		
Planning	4																								
Brainstorm Concepts	2																								
Picking Concepts	2																								
Develope Abstract	2																								
Learning	9																								
Learning Unity	9																								
Learning C#	9																								
Design	9																								
Characters	3																								
Story	5																								
Art	9																								
Items	6																								
Architechtrual Design Doc	1																								
Detailed Design Doc	1																								
Coding	8																								
Interface	3																								
Implement Floors	4																								
Add Characters	5																								
Implement Items	5																								
Add Random Elements	5																								
Implement Art	4																								
Add Drop Chance	5																								
Make Sure Everything Works	8																								
Play Testing	2																								
Does it work?	2																								
If Not Fix It	2																								
Final Presentation	2																								
Make Sure Everything Works	2																								
ANNOTATIONS																					Completed				
																					Sections				
																					Ongoing				
																					Need To Be Done				