

## Gantt Chart for Mikonos Studio - Dungeon Revival

Daily break down from 20/2/2006 till 10/3/2006

	14/8/2006 - 18/8/2006	21/8/2006 - 25/8/2006	28/8/2006 - 1/9/2006
<b>Development</b>			
Path finding		■	
Advance collision detection	■		
Level timer	■		
Gem's Functionally		■	
Story Screen	■		
Lighting		■	
Traps	■		
Model/graphics enhancement			■
Power-ups		■	
Different soldiers			■
Animations		■	
Levels and fixed storyline		■	
Redesign map			■
Loading game	■		
Portal		■	
Loading screen (optional)			■
Installation file (optional)			■
Frustum culling (optional)			■
Debugging			■
Integration			■
<b>Documenting &amp; Presentation</b>			
Presentation			■
Submission	■		■
Documentation		■	■
Release		■	■
Meeting with supervisor	■	■	■
Game magazine article			■

<b>Representation</b>	
Hansel 050664U	■
Nigel Low Wei Yang 052365B	■
Chen Ren Hao 052663Z	■
Melissa Lim 054131H	■
Everyone	■