

## 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 camera springing			
Advance collision detection			
Level timer			
Gem's Functionally			
Story Screen			
Lighting			
Traps			
Model/graphics enhancement			
Power-ups			
Different soldiers			
Animations			
fixed storyline			
Redesign map			
Loading game			
Levels system			
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>	
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Everyone	