

K = Ken, J = Jon, M = Matt, B = Bill
 < = See next chart

	2-Jan	9-Jan	16-Jan	22-Jan	30-Jan	6-Feb	13-Feb
	s m t w r f s	s m t w r f s	s m t w r f s	s m t w r f s	s m t w r f s	s m t w r f s	s m t w r f s
Requirements Spec. & Design							
Requirements specification	K, M, J, B						
Engine architecture design		K					
Interface layout and design			M				
Interface Task Breakdown							
Level Editor			M				>
New Project wizard				M			>
New Sprite wizard				M			>
Database (DB) construction			M				>
DB communication w/ interface			M				>
Exporting game files ability							
Exporting .cpp files ability							
Engine Task Breakdown							
Object Handler			K				>
Sprite Handler			K				>
Image Handler (DDraw)			K				>
Sound Handler (DSound)				J			>
Input Handler (DInput)				K			>
Text Handler				K			>
Logic Handler				K			>
Attribute Handling					K		>
Unit Pathing					K		>
File I/O Parser				K			
Help Task Breakdown							
Interface Help							
Engine Help							
FAQ							
Game building tutorials							
Manual							
Testing Task Breakdown							
Unit testing				B			>
Integration testing							
Validation testing							
Performance testing							
In-house Alpha testing							
Outside beta testing							
Documentation							
System Requirements Specification		B					
Software Requirements Specification		K, M					
Software Quality Assurance Plan						K	>
Risk Management Plan						B, M	>
Software Configuration Mgmt.						J, K	>
Project Plan						J	>
Design Document							
Test Plan							