

Objectives	Major Tasks	Project Completed By: 04/3/2010													Owner						
<input type="radio"/>	1 Storyboards completed	<input type="radio"/>																A	B	B	B
<input type="radio"/>	2 Gameplay, UI, powerups, feature set defined		<input type="radio"/>															A	B	B	B
<input type="radio"/>	3 Initial placeholder graphical asset created			<input type="radio"/>														A			
<input type="radio"/>	4 Mid semester graphical asset created							<input type="radio"/>										A			
<input type="radio"/>	5 Final graphical asset created																	A			
<input type="radio"/>	6 Initial placeholder audio asset created																	A			
<input type="radio"/>	7 Mid semester audio assets completed																	A			
<input type="radio"/>	8 Final audio assets created																	A			
<input type="radio"/>	9 Main game finite state machine created																	A			
<input type="radio"/>	10 Main tank finite state machine created																		A		
<input type="radio"/>	11 Initial user interface created																			A	
<input type="radio"/>	12 Final user interface created																		A		
<input type="radio"/>	13 Bullets finite state machine created																		A		
<input type="radio"/>	14 Enemy finite state machine and AI created																		A		
<input type="radio"/>	15 MIDTERM DEMO																	A	B	B	B
<input type="radio"/>	16 Powerup 1 completed																		A		
<input type="radio"/>	17 Powerup 2 completed																			A	
<input type="radio"/>	18 Second game level completed																			A	
<input type="radio"/>	19 Score board implemented																		A		
<input type="radio"/>	20 Boss implemented																		A		
<input type="radio"/>	21 Playtesting among developers																	A	B	B	B
<input type="radio"/>	22 Playtest with friends and gameplay tweaked																	A			
<input type="radio"/>	23 Schedule playtest with friends																	A			
<input type="radio"/>	24 Midterm powerpoint completed																	A			
<input type="radio"/>	25 Final powerpoint completed																	A			
<input type="radio"/>	26 Regular demo integrated																	A	B		
<input type="radio"/>	27 Web site updated																	A	B		
<input type="radio"/>	28 FINAL DEMO																	A	B	B	B
<input type="radio"/>	29 Demo rehearsals																	A	B	B	B

Create design Build Midterm Demo Final Demo Playtest and tune	# People working on the project:													Homer Simpson	Peter Griffin	Andy	Philip Fry	
	Major Tasks		02/12	02/19	02/26	03/05	03/12	03/19	03/26	04/02	04/09	04/16	04/30	05/07				
	Target Dates																	
Objectives		Key: <ul style="list-style-type: none"> <input type="radio"/> expected task activity here <input type="radio"/> no progress or stuck <input type="radio"/> in progress <input type="radio"/> completed 													A = primary owner B = secondary owner			
Summary & Forecast		Version 03/19/2010 of the OPPM sheet																