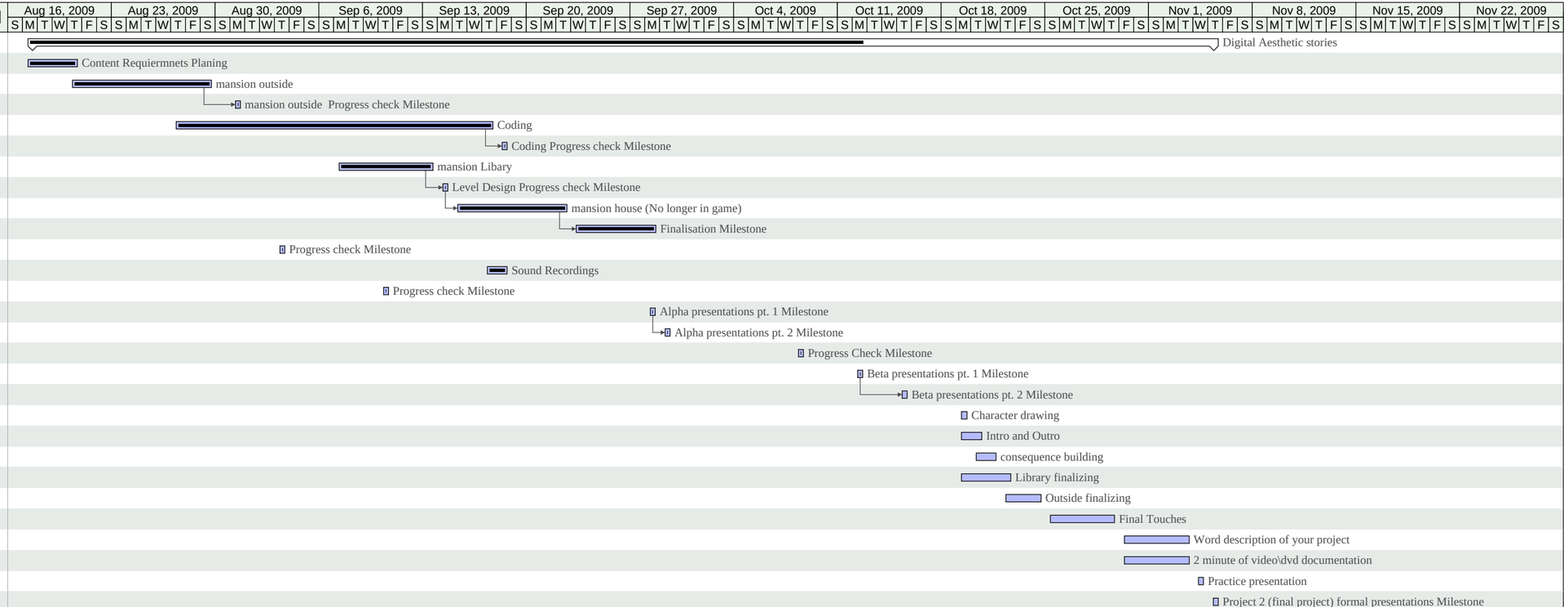
# Beta Gantt Chart



| # | Name | Duration | % | Assigned |
|---|---|---|---|---|
| | Digital Aesthetic stories | 59 days? | 70 | |
| 1 | Content Requiermnets Planing | 4 days | 100 | |
| 2 | mansion outside | 9 days | 100 | |
| 3 | mansion outside  Progress check Milestor | 1 day? | 100 | |
| 4 | Coding | 19 days | 100 | |
| 5 | Coding Progress check Milestone | 8 hrs | 100 | |
| 6 | mansion Libary | 7 days | 100 | |
| 7 | Level Design Progress check Milestone | 1 day? | 100 | |
| 8 | mansion house (No longer in game) | 7 days | 100 | |
| 9 | Finalisation Milestone | 5 days | 100 | |
| 10 | Progress check Milestone | 1 day? | 100 | |
| 11 | Sound Recordings | 2 days | 100 | |
| 12 | Progress check Milestone | 1 day? | 100 | |
| 13 | Alpha presentations pt. 1 Milestone | 1 day? | 100 | |
| 14 | Alpha presentations pt. 2 Milestone | 1 day? | 100 | |
| 15 | Progress Check Milestone | 1 day? | 100 | |
| 16 | Beta presentations pt. 1 Milestone | 1 day? | 100 | |
| 17 | Beta presentations pt. 2 Milestone | 1 day? | | |
| 18 | Character drawing | 1 day | | |
| 19 | Intro and Outro | 2 days | | Tom Revill |
| 20 | consequence building | 2 days | | |
| 21 | Library finalizing | 4 days | | Tom Revill |
| 22 | Outside finalizing | 3 days | | |
| 23 | Final Touches | 4 days | | |
| 24 | Word description of your project | 4 days | | |
| 25 | 2 minute of video\dvd documentation | 4 days | | |
| 26 | Practice presentation | 1 day | | |
| 27 | Project 2 (final project) formal presentatio | 1 day? | | |