gantter

Project Name: **Team 8 Final Design Gantt Chart**

	Name	Duration	Start	Finish	Predecessors	Resources	Custom 1	Custom 2	Custom 3	Custom 4	Custom 5
1	**MILESTONES**	**140days?**	**10/23/2017**	**05/04/2018**							
2	Simple pet model attacks and moves around room	24days?	10/23/2017	11/27/2017							
3	Pet interacts with surroundings based on limited AI	25days?	11/03/2017	12/08/2017							
4	Player interacts with Pet	21days?	02/05/2018	03/05/2018							
5	Polished models	85days?	01/05/2018	05/04/2018							
6	Player movement through room	85days?	01/05/2018	05/04/2018							
7	AI expanded for more interaction	20days?	03/05/2018	03/30/2018							
8	Finer room resolution	85days?	01/05/2018	05/04/2018							
9	Choice from multiple Pet types	42days?	02/12/2018	04/10/2018							
10	User interface implemented	16days?	10/30/2017	11/20/2017	39						
11	Basic Pet AI	44days?	10/23/2017	12/21/2017							
12	**TASKS**	**130days?**	**09/22/2017**	**03/22/2018**							
13	**Pet Needs System**	**91days?**	**10/20/2017**	**02/23/2018**							
14	Pet has Energy, Comfort, Food, Water drives that deplete	16days?	10/20/2017	11/02/2017		Cara					
15	Pet has needs - eat, sleep, play - priorities lower attrib...	5days?	11/03/2017	11/09/2017	14	Paul[50%],Cara[					
16	Room objects have properties that Pet can identify	20days?	11/10/2017	12/07/2017	15	Danny					
17	Pet finds objects in room to replenish attributes	20days?	12/08/2017	01/04/2018	16	Cara					
18	**Pet AI knows about nearby resources - foo...**	**10days?**	**02/12/2018**	**02/23/2018**	**15,58**	**Hans[50%],Paul[**					
19	Pet can navigate to a given resource in room	5days?	02/12/2018	02/16/2018							
20	Pet can find closest source of a resource	5days?	02/19/2018	02/23/2018							
21	Pet AI wanders around when bored	3days?	02/16/2018	02/21/2018	58	Hans					
22	**Pet Learning System**	**20days?**	**02/12/2018**	**03/09/2018**							
23	Pet has allowed/denied surfaces	5days?	02/19/2018	02/23/2018	25	Hans[50%],Paul[					
24	Pet has personality - how likely they are to pick allowed/...	5days?	03/05/2018	03/09/2018	23,25	Paul					
25	Pet AI can be Praised, Ignored, or Punished	5days?	02/12/2018	02/16/2018	17	Paul,Hans					
26	**Pet Player Interaction**	**25days?**	**01/29/2018**	**03/02/2018**							
27	Pet looks at Player when idle	5days?	01/29/2018	02/02/2018	58	Paul[70%],Hans[					
28	**Player interacts with Pet**	**20days?**	**02/05/2018**	**03/02/2018**	**27,58**	**Cara[20%],Paul[**					
29	Player plays Fetch with Pet	10days?	02/19/2018	03/02/2018	31,40	Hans					
30	Player hand-feeds Pet	5days?	02/05/2018	02/09/2018		Hans					
31	Player pets Pet	5days?	02/12/2018	02/16/2018	30	Hans					
32	**Pet Environment Interaction**	**17days?**	**02/22/2018**	**03/16/2018**							
33	Pet AI moves towards cf room	5days?	02/22/2018	02/26/2018	21,58	Paul[50%],Hans[					
34	Pet climbs on elevated surfaces	10days?	03/01/2018	03/14/2018	47,33	Hans					
35	Pet interacts with Player-placed items	5days?	03/12/2018	03/16/2018	39	Paul[40%],Danny					
36	Player places items for Pet to use	10days?	02/26/2018	03/09/2018	18	Cara[50%],Hans[					
37	Pet sits on Furniture when bored	5days?	02/26/2018	03/02/2018		Hans					
38	**Training & Setup**	**36days?**	**09/22/2017**	**11/10/2017**							
39	"Hello World" VR	6days?	10/20/2017	10/27/2017		Cara[50%],Jackso					
40	HTC Vive Acquisition	6days?	11/03/2017	11/10/2017		Jackson					
41	Game View Framework Finalized	6days?	10/17/2017	10/24/2017		Cara[10%],Jacks					
42	Blender Training	6days?	10/06/2017	10/27/2017		Hans					
43	Unity VR API Training	10days?	09/22/2017	10/05/2017		Cara,Jackson					
44	**Virtual Environment**	**115.5days?**	**09/22/2017**	**03/07/2018**							
45	Virtual Room	16days?	09/22/2017	10/12/2017		Danny					
46	Player can place cubes in environment	5days?	12/04/2017	12/08/2017	40	Jackson,Cara,Da					
47	Player can place furniture in environment	7.5days?	02/05/2018	02/14/2018	40	Hans,Danny					
48	Custom 3D Environments	5days?	02/14/2018	02/21/2018	47,39	Hans[15%],Danny					
49	Player selectable environments	10days?	02/21/2018	03/07/2018	46,47,48	Hans[25%],Danny					
50	Living Room Style play area	5days?	01/22/2018	01/26/2018		Danny					
51	Explorable House Area	5days?	02/14/2018	02/21/2018	47,50	Danny					
52	**Pet Pathfinding**	**35days?**	**02/02/2018**	**03/22/2018**							
53	Complete research into navigation mesh API	5days?	02/02/2018	02/06/2018		Cara					
54	Get basic functionality of pathfinding into scene	11days?	02/02/2018	02/16/2018		Cara					
55	Integrate furniture into pathfinding	11days?	02/15/2018	03/01/2018		Cara					
56	Integrate pathfinding and pet decisions	17days?	03/09/2018	03/22/2018		Cara					
57	**Basic Game Elements**	**90days?**	**10/30/2017**	**03/02/2018**							
58	Basic Pet Model	5.5days?	10/30/2017	11/06/2017	39	Hans					
59	**Pet Animations**	**5days?**	**01/29/2018**	**02/02/2018**							
60	Walking	5days?	01/29/2018	02/02/2018		Hans					
61	Eating	5days?	01/29/2018	02/02/2018		Hans					
62	Sitting	5days?	01/29/2018	02/02/2018		Hans					
63	Idle	2days?	01/29/2018	01/30/2018		Hans					
64	Player movement through room	20days?	02/05/2018	03/02/2018	60F,39	Hans					
65	**User Interface**	**12days?**	**01/29/2018**	**02/13/2018**		**Jackson**					
66	Pet Feedback Display	7days?	01/29/2018	02/06/2018		Jackson					
67	Room Placement UI	5days?	02/07/2018	02/13/2018	66	Jackson					