

TITLE	%	DURATION	START DATE	END DATE	Oct '17							Nov '17							Dec '17						
					4	8	12	16	20	24	28	4	8	12	16	20	24	28	4	8	12	16	20	24	28
contract	0	19 days	10-01-2017	10-19-2017	Oct 1 - 19 Arturo Salek																				
design document	0	19 days	10-01-2017	10-19-2017	Oct 1 - 19 wilsonlam97, brian.dumbleton																				
game prototype	0	19 days	10-01-2017	10-19-2017	Oct 1 - 19 mathieu																				
pitch day	0	19 days	10-01-2017	10-19-2017	Oct 1 - 19 Arturo Salek																				
gant chart	0	18 days	10-01-2017	10-18-2017	Oct 1 - 18 Arturo Salek																				
reflection paper	0	59 days	10-01-2017	11-28-2017	Oct 1 - Nov 28 wilsonlam97, mathieu, brian.dumbleton, Arturo Salek																				
design document updated	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 wilsonlam97, brian.dumbleton																				
presentation	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 Arturo Salek																				
loyalty program	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 wilsonlam97, mathieu, brian.dumbleton, Arturo Salek																				
poster	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 mathieu																				
detailed test plan	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 brian.dumbleton, Arturo Salek																				
social media	0	20 days	10-19-2017	11-07-2017	Oct 19 - Nov 7 wilsonlam97, mathieu, brian.dumbleton, Arturo Salek																				
website	0	41 days	10-19-2017	11-28-2017	Oct 19 - Nov 28 wilsonlam97																				
psa	0	10 days	10-19-2017	10-28-2017	Oct 19 - 28 Arturo Salek																				
game proto updated	0	41 days	10-19-2017	11-28-2017	Oct 19 - Nov 28 Unassigned																				
interactive element	0	10 days	10-19-2017	10-28-2017	Oct 19 - 28 Unassigned																				
design document updated pt 2	0	22 days	11-07-2017	11-28-2017	Nov 7 - 28 wilsonlam97, brian.dumbleton																				
presentation in class	0	22 days	11-07-2017	11-28-2017	Nov 7 - 28 Arturo Salek																				
enhancement	0	22 days	11-07-2017	11-28-2017	Nov 7 - 28 Unassigned																				