Big Game Project --- template for distribution of tasks to ensure smooth teamwork

major objectives:	*major tasks:*	**PROJECT COMPLETION DATE: DEC 11, 2012**	**who does what**
	1 game proposal		
	2 storyboards (design)		
	3 rules of play and scoring (design)		
	4 game objects (define)		
	5 game loop (design)		
	6 game play state machine (design)		
	7 game objects: graphical design		
	8 game objects: behavior designed		
	9 game objects: behavior coded		
	10 game objects: behavior tested		
	11 game levels designed (if applicable)		
	12 game levels coded (if applicable)		
	13 game levels tested (if applicable)		
	14 user interface: graphical design		
	15 user interface: code written		
	16 user interface: initial testing		
	17 audio assets: designed/selected		
	18 audio assets: integrated in game		
	19 play testing by project team members		
	20 play testing by classmates		
	21 draft final presentation		
	22 design demo		
	23 rehearse demo		
	24		
	25		

Column labels (left, vertical): design review (20-nov) | code review (4-dec) | play testing (6-dec) | final demo (11-dec)

major tasks

class dates to target

major objectives

key:

Date columns: 15-Nov | 20-Nov | 27-Nov | 29-Nov | 4-Dec | 6-Dec | 11-Dec

team member name: | *team member name:* | *team member name:*