

BitterSweet GANTT CHART

PROJECT TITLE		Bitter Sweet			
PROJECT MANAGER		Laila Awadalla			
ADVISOR		Drew Castalia			
GROUP MEMBERS		CJ Moissonnier	Haodong Qin	Joshua Villanueva	Adriana Halona
WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION (DAYS)
1 Concept, Story Setting, Project Proposal					
	1.1 Project Overview	Laila A	8/27/24	9/3/24	6
1.1.1	Project Overview Revision	Laila A	9/3/24	9/17/24	14
	1.2 Research & User Insights	CJ M & Laila A	9/3/24	9/5/24	2
	1.3 Features & Deliverables	Josh V	9/12/24	9/17/24	5
	1.4 Ethics	Haodong Q	9/12/24	9/17/24	5
	1.5 Guidelines with Mentor	Team	9/19/24	10/1/24	12
	1.6 Final Proposal	Laila A	9/19/24	10/1/24	12
2 Character Design, Art					
	2.1 Reference Sheets	Laila A	9/12/24	10/1/24	19
	2.2 Pixelation	CJ M & Adriana H	9/23/24	10/31/24	21
	2.3 Animation	CJ M & Adriana H	10/14/24	11/4/24	11
	2.4 Level design	Laila A & CJ M	9/29/24	10/31/24	33
	2.5 Dialogue	Laila A	9/24/24	10/13/24	
	2.6 Narrative Design/Outline	Laila A	9/20/24	10/10/24	
	2.7 Art Input	Laila A & CJ M	10/31/24	11/14/24	15
3 Game Programming					
	3 Test Room Build ("vertical slice")	Josh V & Haodong Q	9/26/24	11/7/24	
	3.1 Level Layout Design - Area 1	Haodong Q	9/22/24	11/6/24	
	3.2 Basic Game Mechanics	Haodong Q	9/29/24	10/13/24	14
3.2.1	Checkpoint, Saving System	Haodong Q	10/6/24	10/22/24	14
3.2.2	Puzzle Design	Josh V	9/29/24	10/22/24	22
	3.3 Level 2 Design	Haodong Q	11/7/24	11/14/24	23
3.3.1	Level Layout Design - Area 3	Josh V	10/31/24	11/14/24	15
	3.4 Achievement Design	Haodong Q	10/31/24	11/21/24	15
4 Game Debugging, Publishing					
	4.1 Walkthrough	CJ M	11/24/24	12/9/24	0
	4.2 Debugging Code	Hadong & Josh	11/24/24	12/9/24	0
	4.3 Debugging Design	Laila & CJ	11/24/24	12/9/24	0
	4.4 Poster	Haodong Q	11/24/24	12/10/24	0
5 Stretch Goals					
	5.1 Narrative Design			12/10/2024	
	5.2 Additional Character Design			12/10/2024	
	5.3 Arcade minigames			12/10/2024	
	5.4 Post-game review system			12/10/2024	
	5.5 Collectables	Team		12/10/2024	
	5.6 Boss Fight			12/10/2024	