

ID	Task Name	Duration	Start	Finish	Predec	Work	28	31	3	6	9	12	15	18	21	24	27
1	Alligator	67 days?	Wed 9/5/07	Thu 12/6/07	#####	#####											
2	Game	55 days	Wed 9/5/07	Tue 11/20/07	#####	#####											
3	Objectives	2 days	Mon 11/19/07	Tue 11/20/07		0 hrs											
4	GameWorld	4 days	Wed 9/5/07	Mon 9/10/07		32 hrs											
5	Game	10 days	Wed 9/5/07	Tue 9/18/07		80 hrs											
6	GatorInput	2.5 days	Mon 9/10/07	Wed 9/12/07		20 hrs											
7	PlayerCamera	1 day	Fri 9/14/07	Sun 9/16/07		8 hrs											
8	FirstPersonCamera	0.25 days	Fri 9/14/07	Sun 9/16/07		2 hrs											
9	SpectatorCamera	0.25 days	Fri 9/14/07	Sun 9/16/07		2 hrs											
10	ChaseCamera	0.25 days	Wed 9/5/07	Wed 9/5/07		2 hrs											
11	Fix In-game diver cam	0.5 days	Tue 11/20/07	Tue 11/20/07	10	4 hrs											
12	Fix In-game captain ca	0.5 days	Tue 11/20/07	Tue 11/20/07	8	0 hrs											
13	Art	26 days?	Wed 9/5/07	Wed 10/10/07	#####	#####											
14	Sub Exterior Model	26 days?	Wed 9/5/07	Wed 10/10/07		208 hrs											
15	Sub Interior Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
16	Sub Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
17	Frigate Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
18	Frigate Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
19	Pier Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
20	Dock Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
21	House Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
22	Drydock Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
23	Human Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
24	Human Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
25	Diver Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
26	Diver Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
27	Mine Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
28	Fish Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
29	Fish Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
30	Shark Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
31	Shark Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
32	Seaweed Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											
33	Tree Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs											

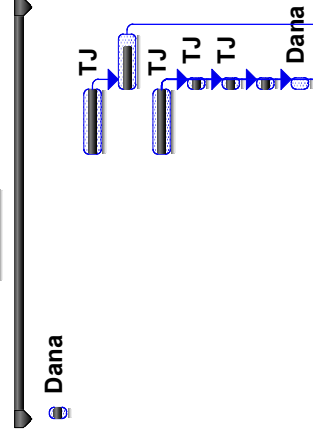
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Task Split Progress

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External Tasks External Mile Task Split

ID	Task Name	Duration	Start	Finish	Predecessors	Work	September 2007										
							28	31	3	6	9	12	15	18	21	24	27
34	Sloop Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
35	Sloop Animations	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
36	Smithy Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
37	Shipwreck Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
38	Lighthouse Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
39	Farm Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
40	Cannon Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
41	Fort Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
42	Gun Battery Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
43	Cannonball Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
44	Chain Net Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
45	Rifle Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
46	Explosive Model	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
47	Skyboxes	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
48	Interface Icons	1 day?	Mon 9/10/07	Mon 9/10/07		8 hrs					Yilmaz						
49	Interface Windows	0.5 days?	Mon 9/10/07	Mon 9/10/07		4 hrs					Yilmaz						
50	Interface Fonts	0.25 days?	Mon 9/10/07	Mon 9/10/07		2 hrs					Yilmaz						
51	Title Level	1.25 days?	Mon 9/10/07	Tue 9/11/07		10 hrs					Yilmaz						
52	Training Level	2.5 days?	Mon 9/10/07	Wed 9/12/07		20 hrs					Yilmaz						
53	Mission Level 1	3.13 days?	Mon 9/10/07	Thu 9/13/07		25 hrs					Yilmaz						
54	Mission Level 2	3.13 days?	Mon 9/10/07	Thu 9/13/07		25 hrs					Yilmaz						
55	Mission Level 3	3.13 days?	Mon 9/10/07	Thu 9/13/07		25 hrs					Yilmaz						
56	Mission Level 4	3.13 days?	Mon 9/10/07	Thu 9/13/07		25 hrs					Yilmaz						
57	Mission Level 5	3.13 days?	Mon 9/10/07	Thu 9/13/07		25 hrs					Yilmaz						
58	Interface	11 days	Wed 9/5/07	Wed 9/19/07		32 hrs											
59	FadingBoxElement	0.25 days	Wed 9/5/07	Wed 9/5/07		2 hrs											
60	GameInterface	0.25 days	Fri 9/14/07	Sun 9/16/07		2 hrs											
61	Display Interface	2 days	Mon 9/17/07	Tue 9/18/07	60	0 hrs											
62	GameWindow	0.25 days	Fri 9/14/07	Sun 9/16/07		2 hrs											
63	StartWindow	0.25 days	Mon 9/17/07	Mon 9/17/07	62	2 hrs											
64	MainWindow	0.25 days	Mon 9/17/07	Mon 9/17/07	62	2 hrs											
65	SinglePlayerWindow	0.25 days	Mon 9/17/07	Mon 9/17/07	62	0 hrs											
66	MapWindow	0.25 days	Mon 9/17/07	Mon 9/17/07	62	2 hrs											



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ID	Task Name	Duration	Start	Finish	Predecessor	Work
67	Crew Interface	1 day	Wed 9/19/07	Wed 9/19/07	61	8 hrs
68	Loading Window	0.5 days	Mon 9/17/07	Mon 9/17/07	62	4 hrs
69	LoadGameWindow	0.5 days	Mon 9/17/07	Mon 9/17/07	62	4 hrs
70	GatorConfiguration	0.5 days	Mon 9/17/07	Mon 9/17/07	62	4 hrs
71	Entities	56 days	Thu 9/20/07	Thu 12/6/07		#####
72	GameCharacterControll	7 days	Thu 9/20/07	Sun 9/30/07		56 hrs
73	VehicleController	0.5 days	Mon 10/1/07	Mon 10/1/07	72	4 hrs
74	StationaryObjectControll	0.5 days	Mon 11/19/07	Mon 11/19/07	73	4 hrs
75	AI	43 days	Mon 10/1/07	Wed 11/28/07		#####
76	OpenSteerManager	16 days	Fri 11/2/07	Fri 11/23/07	72	#####
77	OpenSteerControl	4 days	Mon 10/1/07	Fri 10/5/07	73	32 hrs
78	AI GunBatteryControll	2 days	Fri 11/23/07	Mon 11/26/07	73	16 hrs
79	AI ShipController	7 days	Sun 11/11/07	Tue 11/20/07	73	56 hrs
80	Fix Cannon Rotati	0.5 days	Wed 11/21/07	Wed 11/21/07	79	4 hrs
81	Spotting Sub with	0.5 days	Wed 11/21/07	Wed 11/21/07	79	4 hrs
82	Flow fields for all	0.5 days	Wed 11/21/07	Wed 11/21/07	79	4 hrs
83	AI SubController	0.25 days	Mon 10/1/07	Mon 10/1/07	73	2 hrs
84	AI HumanControlle	7 days	Mon 10/1/07	Tue 10/9/07	72	56 hrs
85	BiologicalControlle	2 days	Tue 11/27/07	Wed 11/28/07	73	16 hrs
86	Player	11.5 days	Mon 10/1/07	Tue 10/16/07		94 hrs
87	HumanController	0.25 days	Mon 10/1/07	Mon 10/1/07	72	2 hrs
88	SubController	11 days	Mon 10/1/07	Tue 10/16/07	73	88 hrs
89	ShipController	0.25 days	Mon 10/1/07	Mon 10/1/07	73	2 hrs
90	GunBatteryContro	0.25 days	Mon 10/1/07	Mon 10/1/07	73	2 hrs
91	Weapons	34 days	Mon 10/22/07	Thu 12/6/07		#####
92	GatorWeapons	1 day	Mon 10/22/07	Mon 10/22/07		8 hrs
93	RifleController	2 days	Mon 12/3/07	Tue 12/4/07	92	16 hrs
94	NetController	2 days	Wed 12/5/07	Thu 12/6/07	92	16 hrs
95	ExplosiveControlle	1 day	Fri 10/26/07	Sun 10/28/07	92	8 hrs
96	CannonController	2 days	Thu 10/25/07	Sun 10/28/07	92	16 hrs
97	CannonBallContro	2 days	Mon 10/29/07	Tue 10/30/07	96	16 hrs
98	MineController	2 days	Tue 10/23/07	Wed 10/24/07	92	16 hrs
99	ExplosionControlle	0.5 days	Tue 10/23/07	Tue 10/23/07	92	4 hrs

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Task Name		Duration	Start	Finish	Predecessor	Work	September 2007										
ID							28	31	3	6	9	12	15	18	21	24	27
100	Mission Planning	21.25 days	Fri 9/21/07	Mon 10/22/07		#####											
101	MissionPlanningWindc	20 days	Fri 9/21/07	Thu 10/18/07		160 hrs											
102	Grids	1.25 days	Fri 10/19/07	Mon 10/22/07	101	14 hrs											
103	ImageReference	1 day	Fri 10/19/07	Fri 10/19/07		8 hrs											
104	WaterGrid	0.25 days	Mon 10/22/07	Mon 10/22/07	103	2 hrs											
105	DepthGrid	0.25 days	Mon 10/22/07	Mon 10/22/07	103	2 hrs											
106	CurrentGrid	0.25 days	Mon 10/22/07	Mon 10/22/07	103	2 hrs											
107	Bullet Physics	31.5 days	Fri 10/5/07	Mon 11/19/07		0 hrs											
108	PhysicsBodyController	4 days	Thu 10/11/07	Tue 10/16/07		0 hrs											
109	Fix Mine bounding box	0.5 days	Wed 10/17/07	Wed 10/17/07	108	0 hrs											
110	Multiple levels of collis	0.5 days	Mon 11/19/07	Mon 11/19/07	109	0 hrs											
111	Explosion damaging si	0.25 days	Mon 11/19/07	Mon 11/19/07	108	0 hrs											
112	RigidBodyProperty	0.25 days	Wed 10/17/07	Wed 10/17/07	108	0 hrs											
113	ZonePhysicsProperty	0.25 days	Wed 10/17/07	Wed 10/17/07	108	0 hrs											
114	BulletPhysicsMgr	12 days	Fri 10/5/07	Mon 10/22/07		0 hrs											
115	PhysicsNodeContainer	0.25 days	Tue 10/23/07	Tue 10/23/07	114	0 hrs											
116	UncontrolledPhysicsN	0.25 days	Tue 10/23/07	Tue 10/23/07	115	0 hrs											
117	ControlledPhysicsNod	0.25 days	Tue 10/23/07	Tue 10/23/07	115	0 hrs											
118	ExplosionPhysicsNode	0.25 days	Tue 10/23/07	Tue 10/23/07	115	0 hrs											
119	BulletC4MotionState	0.25 days	Tue 10/23/07	Tue 10/23/07	114	0 hrs											
120	Effects	29 days	Mon 10/15/07	Thu 11/22/07		36 hrs											
121	Clouds	1 day	Mon 11/19/07	Mon 11/19/07		8 hrs											
122	RainParticles	0.5 days	Mon 10/15/07	Mon 10/15/07		4 hrs											
123	SnowParticles	0.5 days	Mon 10/15/07	Mon 10/15/07		4 hrs											
124	FireParticles	0.5 days	Tue 11/20/07	Tue 11/20/07		4 hrs											
125	ExplosionParticles	0.5 days	Tue 11/20/07	Tue 11/20/07		4 hrs											
126	SmokeParticles	0.5 days	Wed 11/21/07	Wed 11/21/07		4 hrs											
127	WaterParticles	0.5 days	Wed 11/21/07	Wed 11/21/07		4 hrs											
128	UnderwaterExplosiveF	0.5 days	Thu 11/22/07	Thu 11/22/07		4 hrs											
129	Music and Sound Effects	33 days	Wed 10/17/07	Fri 11/30/07		#####											
130	Title/Planning Music	0.25 days	Fri 11/2/07	Fri 11/2/07		2 hrs											
131	Level 1 Music	0.25 days	Wed 10/17/07	Wed 10/17/07		2 hrs											
132	Level 2 Music	0.25 days	Fri 11/30/07	Fri 11/30/07		2 hrs											

External Tasks

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Split

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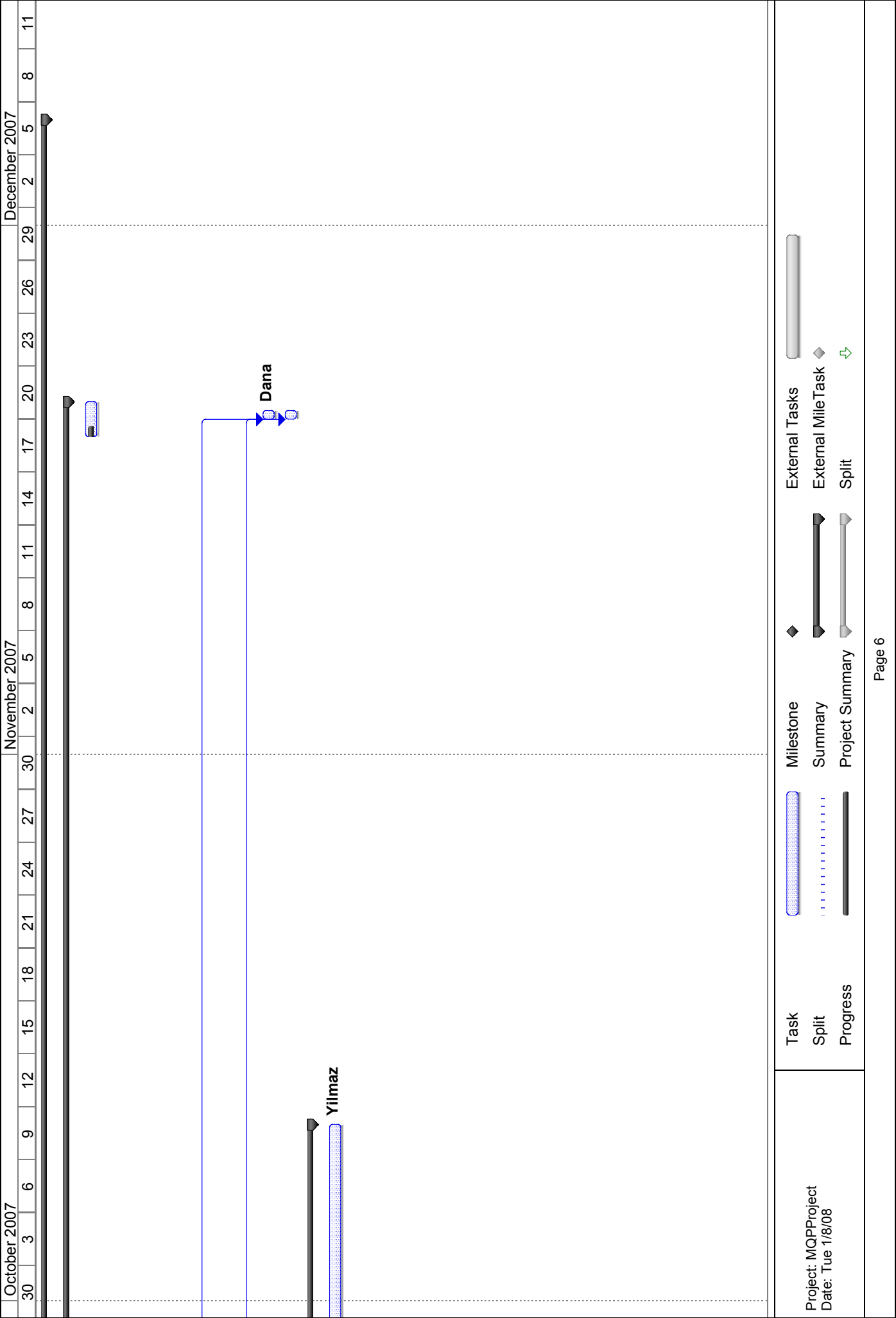
ID	Task Name	Duration	Start	Finish	Predecessor	Work	September 2007													
							28	31	3	6	9	12	15	18	21	24	27			
133	Win Music	33 days	Wed 10/17/07	Fri 11/30/07		2 hrs														
134	Death Music	33 days	Wed 10/17/07	Fri 11/30/07		2 hrs														
135	Diving/Surfacing Soun	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
136	Cannon Fire Soundeff	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
137	Explosion Soundeffect	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
138	Underwater Explosion	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
139	Cannon Hit Soundeffe	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
140	Thunder Soundeffect	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
141	Rain Soundeffect	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
142	Daytime Ocean Ambie	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
143	Nighttime Ocean Ambi	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
144	Wood Creaking Sound	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
145	Yelling Soundeffect	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
146	Heavy Breathing Soun	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
147	Squeaking Metal Soun	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														
148	Interface Soundeffects	0.25 days	Wed 10/17/07	Wed 10/17/07		0 hrs														

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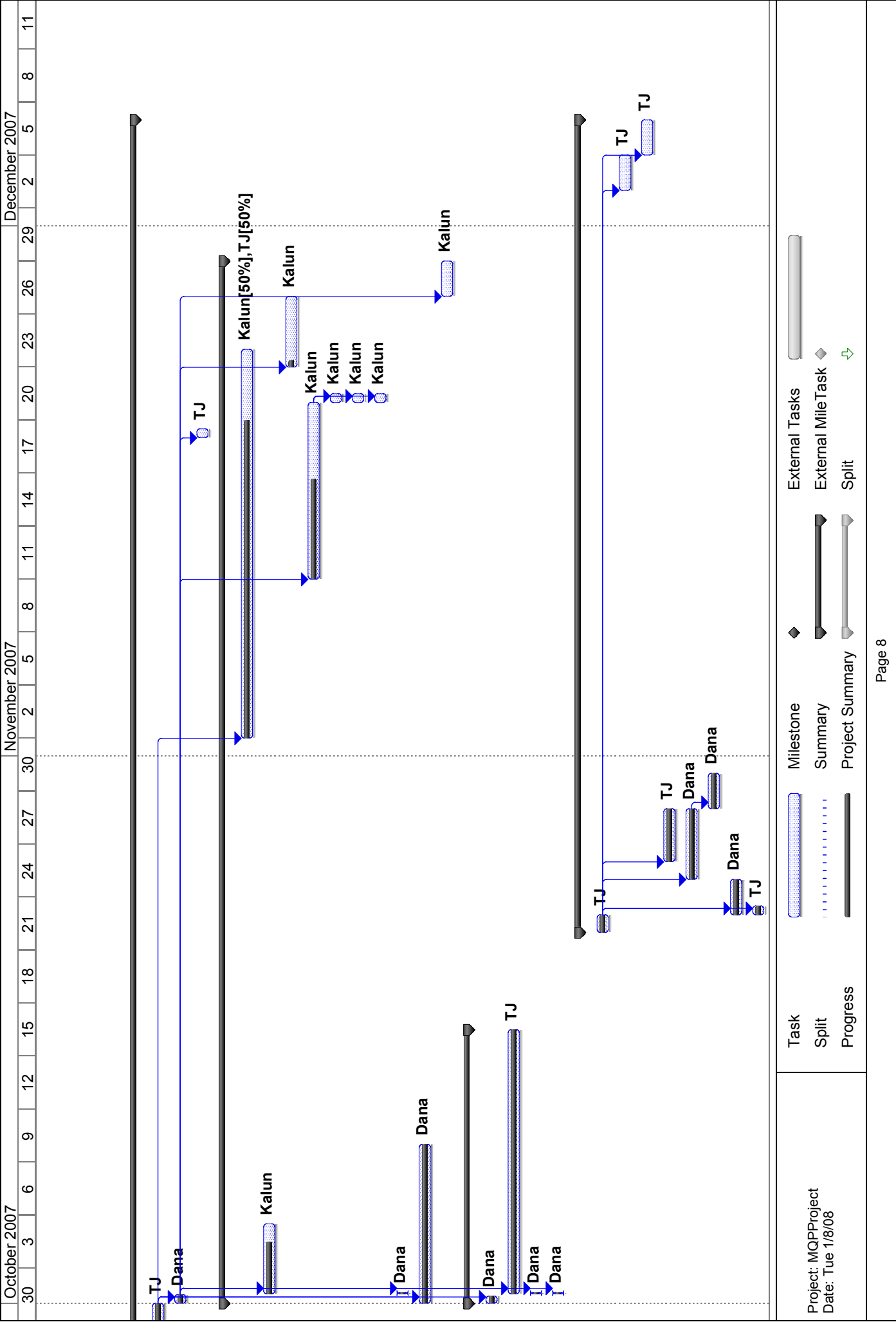
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External Tasks External Mile Task Split



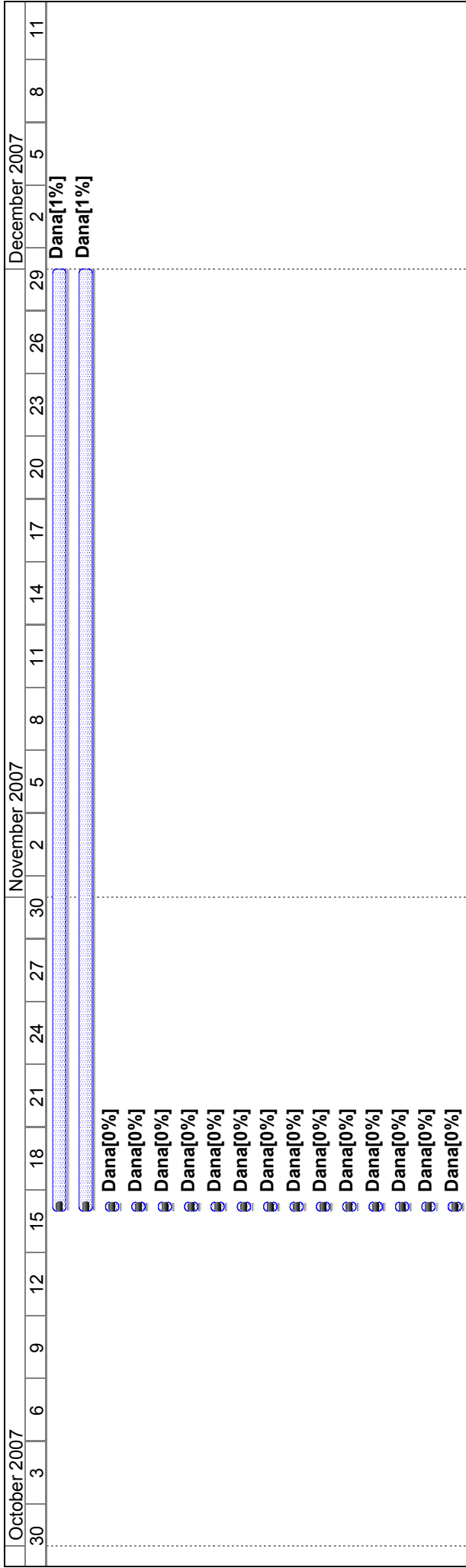
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October 2007							November 2007							December 2007													
30	3	6	9	12	15	18	21	24	27	30	2	5	8	11	14	17	20	23	26	29	2	5	8	11			
Project: MQPProject Date: Tue 1/8/08														<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p>Task</p> <p>Split</p> <p>Progress</p> </div> <div style="width: 30%;"> <p>Milestone</p> <p>Summary</p> <p>Project Summary</p> </div> <div style="width: 30%;"> <p>External Tasks</p> <p>External Mile Task</p> <p>Split</p> </div> </div>													









Task	Milestone	External Tasks
Split	Summary	External Mile Task
Progress	Project Summary	Split



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Task  Milestone  External Tasks 

Split  Summary  External Mile Task 

Progress  Project Summary  Split 