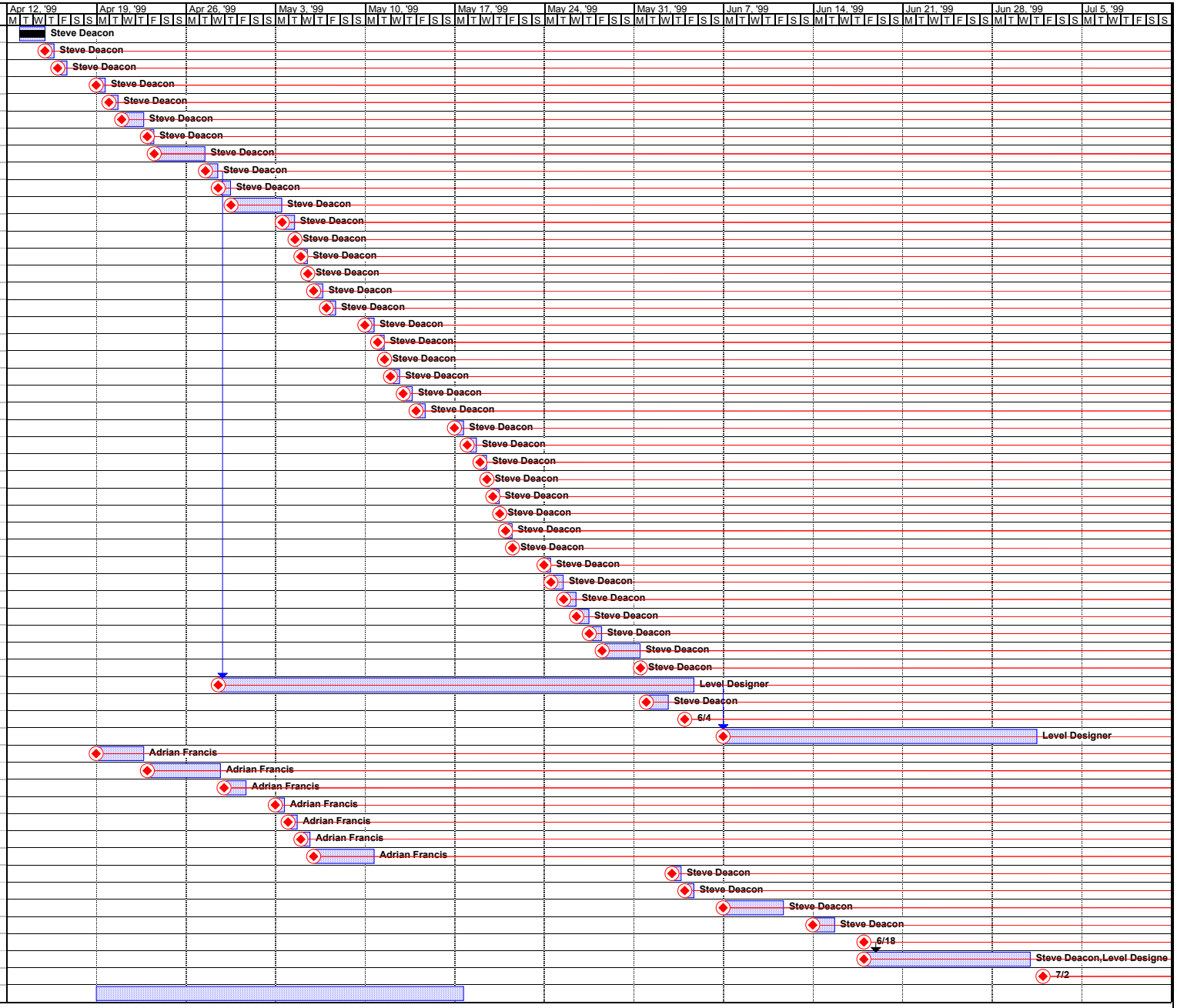
ID		Task Name	Resource
1	✓	Drilling: Men	Steve Deacon
2		Drilling: Vehicles Generic	Steve Deacon
3		Caverns: Opening up on drilling	Steve Deacon
4		Collision: Generic map	Steve Deacon
5		Collectibles: Generic-Crystal etc	Steve Deacon
6		Object List: Load/Save/Edit	Steve Deacon
7		MapEdit: Load/Save/Edit	Steve Deacon
8		Event Scheduler: with Graphic Display	Steve Deacon
9		Level: Generic Load/Edit	Steve Deacon
10		Level: Generic Test	Steve Deacon
11		Enemies: Generic move/collision/AI	Steve Deacon
12		Enemies: Rock Monster	Steve Deacon
13		Enemies: Rock Whale	Steve Deacon
14		Enemies: Spiders	Steve Deacon
15		Enemies: Scorpions	Steve Deacon
16		Weapons: Generic-either side	Steve Deacon
17		Weapon: Dynamite-Drop onto floor	Steve Deacon
18		Weapon: Super-dynamite	Steve Deacon
19		Weapon: Pusher Gun	Steve Deacon
20		Weapon: Freezer Gun	Steve Deacon
21		FX subsystem: Generic	Steve Deacon
22		Collision: Generic-Vehicles with terrain	Steve Deacon
23		Electric Fences	Steve Deacon
24		Minifigure: general AI	Steve Deacon
25		Vehicles: Generic Movement and simple AI	Steve Deacon
26		Vehicle: Hoverboard	Steve Deacon
27		Vehicle: Catamaran	Steve Deacon
28		Vehicle: Loader Dozer	Steve Deacon
29		Vehicle: Granite Grinder	Steve Deacon
30		Vehicle: Small Digger	Steve Deacon
31		Vehicle: Small Helicopter	Steve Deacon
32		Vehicle: Tunnel Helicopter	Steve Deacon
33		Helicopter Scoop/Drop Water	Steve Deacon
34		Helicopter lift men/vechicles	Steve Deacon
35		Helicopter lift cargo	Steve Deacon
36		Minifigure: Rock Raider	Steve Deacon
37		Vehicle: Robo-suit	Steve Deacon
38		Pause game	Steve Deacon
39		Level: Design for Alpha	Level Designer
40		Levels: Alpha deadline	Steve Deacon
41		Alpha	6/4
42		Levels: Design to completion	Level Designer
43		Intro screens	Adrian Francis
44		Select Options screens	Adrian Francis
45		Between level animations	Adrian Francis
46		Level won screen	Adrian Francis
47		Level lost screen	Adrian Francis
48		Quit screen	Adrian Francis
49		Credits Screen	Adrian Francis
50		Camera Movement AI	Steve Deacon
51		Radar system	Steve Deacon
52		Levels: Beta deadline	Steve Deacon
53		Lava: vertex lighting system	Steve Deacon
54		Beta	6/18
55		Final game tweaks and debugging	Steve Deacon,Level Designe
56		Master	7/2
57		LEVEL Design on Paper	



Project: RockRaidersPSX

Task		Milestone		Rolled Up Split		External Tasks		Deadline	
Split		Summary		Rolled Up Milestone		Project Summary			
Progress		Rolled Up Task		Rolled Up Progress		External Milestone			