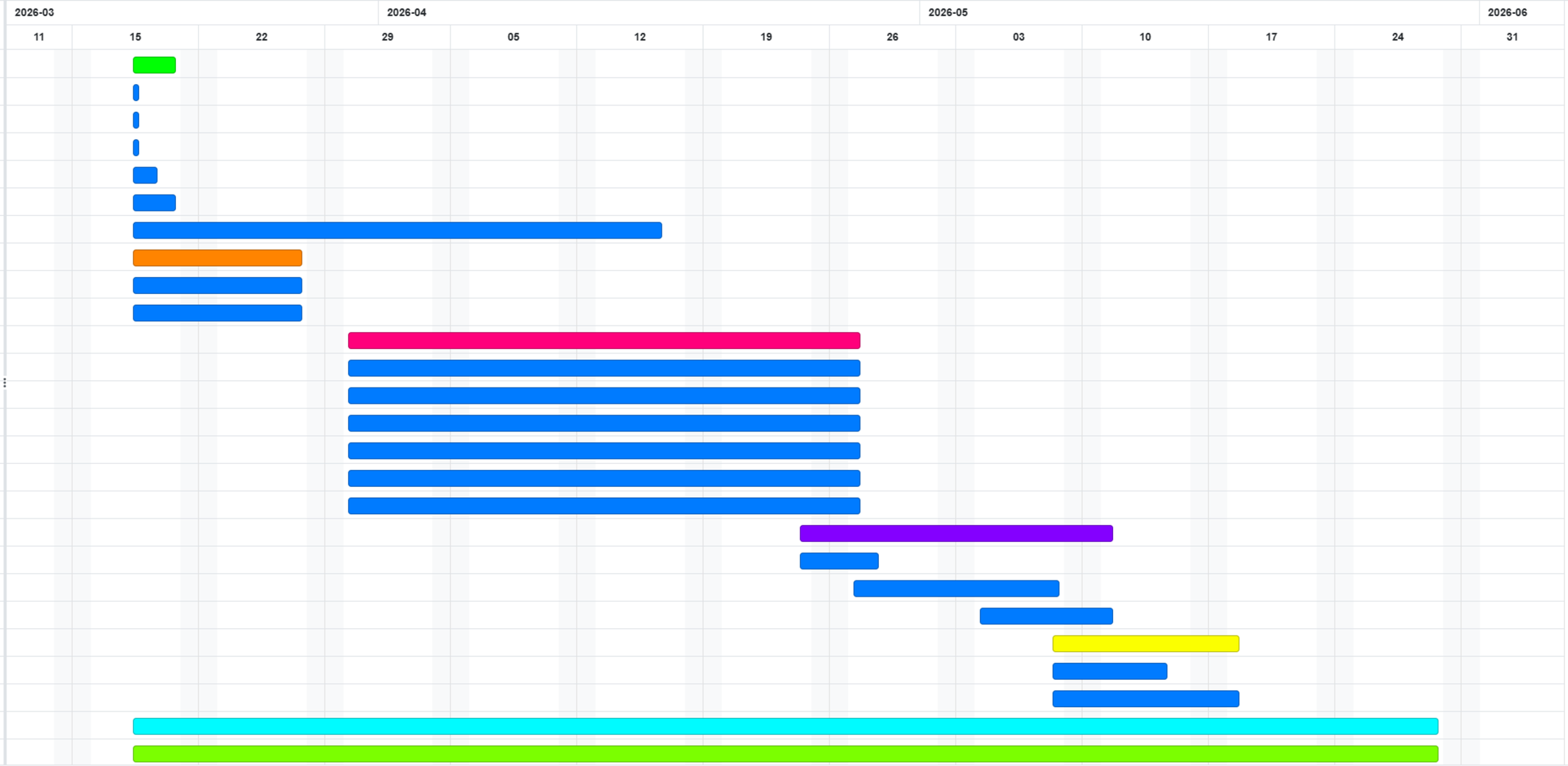
| ID | Task Name |
|---|---|
| 1 | Planning |
| 2 | Initial Project Planning Meeting |
| 3 | Project Requirements Discussion |
| 4 | Agree Retro Design Style & UI Standards |
| 5 | Create Gantt Chart |
| 6 | Research Retro Game Ideas |
| 7 | Create project plan |
| 8 | Design |
| 9 | Game Design Planning |
| 10 | Menu System Design |
| 11 | Development |
| 13 | Menu System Development - Matthew |
| 14 | Game Development – Aaron |
| 15 | Game Development – Philip |
| 16 | Game Development – Ali |
| 17 | Game Development – Cameron |
| 18 | Shared Asset Creation |
| 19 | Integration |
| 20 | Integration Planning & File Structure Setup |
| 21 | Combine Games Into Main Menu |
| 22 | Integration Testing |
| 23 | Testing |
| 24 | Bug Fixing & Improvements |
| 25 | Final Quality Check |
| 26 | Documentation |
| 27 | Team progress meetings |

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