

Asset List

Art Assets

Category	Asset Name	Type	Description	Files	Size	Main Developer
Character	Damian	model	model of male character	hm_damian_mesh	7000 Polys	Joowon
Character	Damian	Texture	head texture of male character	hm_damian_head	1024x1024	Joowon
Character	Damian	Texture	head texture of male character	hm_damian_head_spec	1024x1024	Joowon
Character	Damian	Texture	head texture of male character	hm_damian_head_normal	1024x1024	Joowon
Character	Damian	Texture	body texture of male character	hm_damian_body	1024x1024	Joowon
Character	Damian	Texture	body texture of male character	hm_damian_body_spec	1024x1024	Joowon
Character	Damian	Texture	body texture of male character	hm_damian_body_normal	1024x1024	Joowon
Character	Kat	model	mode of female character	hm_kat_mesh	7000 polys	Kate
Character	Kat	Texture	head texture of female character	hm_kat_head	1024x1024	Kate
Character	Kat	Texture	head texture of female character	hm_kat_head_spec	1024x1024	Kate
Character	Kat	Texture	head texture of female character	hm_kat_head_normal	1024x1024	Kate
Character	Kat	Texture	body texture of female character	hm_kat_body	1024x1024	Kate
Character	Kat	Texture	body texture of female character	hm_kat_body_spec	1024x1024	Kate
Character	Kat	Texture	body texture of female character	hm_kat_body_normal	1024x1024	Kate
Character	Fiona	Texture	head texture	hm_fiona_head	1024x1024	Louise
Character	Fiona	Texture	head texture	hm_fiona_head_spec	1024x1024	Louise
Character	Fiona	Texture	head texture	hm_fiona_head_normal	1024x1024	Louise
Character	Fiona	Texture	body texture	hm_fiona_body	1024x1024	Louise
Character	Fiona	Texture	body texture	hm_fiona_body_spec	1024x1024	Louise
Character	Fiona	Texture	body texture	hm_fiona_body_normal	1024x1024	Louise
Character	Scientist	Texture	head texture	hm_scientist_head	1024x1024	Louise
Character	Scientist	Texture	head texture	hm_scientist_head_spec	1024x1024	Louise
Character	Scientist	Texture	head texture	hm_scientist_head_normal	1024x1024	Louise
Character	Scientist	Texture	body texture	hm_scientist_body	1024x1024	Louise
Character	Scientist	Texture	body texture	hm_scientist_body_spec	1024x1024	Louise
Character	Scientist	Texture	body texture	hm_scientist_body_normal	1024x1024	Louise
Character	General	Texture	head texture	hm_general_head	1024x1024	Louise
Character	General	Texture	head texture	hm_general_head_spec	1024x1024	Louise
Character	General	Texture	head texture	hm_general_head_normal	1024x1024	Louise
Character	General	Texture	body texture	hm_general_body	1024x1024	Louise
Character	General	Texture	body texture	hm_general_body_spec	1024x1024	Louise

Category	Asset Name	Type	Description	Files	Size	Main Developer
Character	General	Texture	body texture	hm_general_body_normal	1024x1024	Louise
Character	Enemy Hard	Texture	head texture	hm_enemy1_head	1024x1024	Louise
Character	Enemy Hard	Texture	head texture	hm_enemy1__head_spec	1024x1024	Louise
Character	Enemy Hard	Texture	head texture	hm_enemy1__head_normal	1024x1024	Louise
Character	Enemy Hard	Texture	body texture	hm_enemy1_body	1024x1024	Louise
Character	Enemy Hard	Texture	body texture	hm_enemy1_body_spec	1024x1024	Louise
Character	Enemy Hard	Texture	body texture	hm_enemy1_body_normal	1024x1024	Louise
Character	Enemy Easy	Texture	head texture	hm_enemy2_head	1024x1024	Louise
Character	Enemy Easy	Texture	head texture	hm_enemy2_head_spec	1024x1024	Louise
Character	Enemy Easy	Texture	head texture	hm_enemy2_head_normal	1024x1024	Louise
Character	Enemy Easy	Texture	body texture	hm_enemy2_body	1024x1024	Louise
Character	Enemy Easy	Texture	body texture	hm_enemy2_body_spec	1024x1024	Louise
Character	Enemy Easy	Texture	body texture	hm_enemy2_body_normal	1024x1024	Louise
Weapon	Dual Pistol	model	Damian's 9mm Dual Pistol	hm_damianpistol_mesh	1500 poly	Louise
Weapon	Shotgun	model	Damian's Shotgun	hm_damianshotgun_mesh	1500 poly	Joowon
Weapon	Machine Gun	model	Kat's Machine Gun	hm_katmachinegun_mesh	2000 poly	Kate
Weapon	Dual Pistol	Texture	Damian's 9mm Dual Pistol	hm_damianpistol	512x512	Louise
Weapon	Shotgun	Texture	Damian's Shotgun	hm_damianshotgun	512x512	Joowon
Weapon	Machine Gun	Texture	Kat's Machine Gun	hm_katmachinegun	512x512	Kate
HUD	Health	Texture	Health	hm_hudhealth	1024x1024	Kate
HUD	Tension Gauge	Texture	Tension Gauge	hm_hudtension	1024x1024	Kate
HUD	Score	Texture	Score	hm_hudscore	1024x1024	Kate
HUD	Ammo (Secondary Weapon)	Texture	Ammo (Secondary Weapon)	hm_hudammo	1024x1024	Kate
GUI	Blue Print Map	Texture	Blue Print Map	hm_blueprintmap	1024x1024	Joowon
GUI	Folder for Missions	Texture	Folder for Missions	hm_missionfolder	1024x1024	Louise
pickup	Granade Box	model	grenade model	hm_granadebox_mesh	50 poly	Kate
pickup	Granade Box	Texture	grenade texture	hm_granadepickup	512x512	Kate
pickup	Granade Box	Texture	grenade texture	hm_granadepickup_spec	512x512	Kate
pickup	Ammo Box (shotgun)	model	Ammo Box model	hm_ammobox_mesh	50 polys	Louise
pickup	Ammo Box (shotgun)	Texture	Ammo Box texture	hm_ammopickup	512x512	Louise
pickup	Ammo Box (shotgun)	Texture	Ammo Box texture	hm_ammopickup_spec	512x512	Louise
pickup	Health	model	Health model	hm_healthpickup_mesh	50 poly	Joowon
pickup	Health	Texture	Health texture	hm_healthpickup_	512x512	Joowon
pickup	Health	Texture	Health texture	hm_healthpickup_spec	512x512	Joowon

Category	Asset Name	Type	Description	Files	Size	Main Developer
Level Design Assets						
Category	Asset Name	Type	Description	Files	Size (in tris)	
map	Map 1	map	part 1 of the mansion map	hm_mansion1.bsp	N/A	Level Designers
map	Map 2	map	part 2 of the mansion map	hm_mansion2.bsp	N/A	Level Designers
map	Map 3	map	part 3 of the mansion map	hm_mansion3.bsp	N/A	Level Designers
map	Lab Map	map	Lab map	hm_lab.bsp	N/A	Level Designers
Decal	Propaganda Poster 1	Decal	Russian propagando posters	hm_poster1	64x64	Travis
Decal	Propaganda Poster 2	Decal	Russian propagando posters	hm_poster2	64x64	Travis
Decal	Propaganda Poster 3	Decal	Russian propagando posters	hm_poster3	64x64	Travis
Decal	Propaganda Poster 4	Decal	Russian propagando posters	hm_poster4	64x64	Travis
Decal	Area Rug 1	Decal	Large area rug	hm_arearug1	128x128	HL2
Decal	Area Rug 2	Decal	Large area rug	hm_arearug2	128x128	HL2
Decal	Area Rug 3	Decal	Large area rug	hm_arearug3	128x128	HL2
Decal	Long Rug 1	Decal	Long hallway rug	hm_longrug1	128x64	HL2
Decal	Long Rug 2	Decal	Long hallway rug	hm_longrug2	128x64	HL2
Decal	Long Rug 3	Decal	Long hallway rug	hm_longrug3	64x64	HL2
Decal	Portrait 1	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait1	64x64	Jon
Decal	Portrait 2	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait2	64x64	Jon
Decal	Portrait 3	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait3	64x64	Jon
Decal	Portrait 4	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait4	64x64	Jon
Decal	Portrait 5	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait5	64x64	Jon
Decal	Portrait 6	Decal	Portrait featuring a level designer as Russian royalty	hm_portrait6	64x64	Jon
Decal	Portrait 7	Decal	Portrait featuring all level designers as Russian royalty	hm_portrait7	128x128	Jon
Decal	Portrait 8	Decal	Portrait featuring all programmers as Russian royalty	hm_portrait8	128x128	Jon

Category	Asset Name	Type	Description	Files	Size	Main Developer
Decal	Portrait 8	Decal	Portrait featuring all artists as Russian royalty	hm_portrait9	128x128	Jon
Decal	Portrait 9	Decal	Portrait featuring Prof. Simon as Russian royalty	hm_portrait10	128x128	Jon
Decal	ceiling painting 1	targa	large mural painting for ceiling	hm_painting1	512 x 512	joowon
Decal	ceiling painting 2	targa	large mural painting for ceiling	hm_painting2	512 x 512	joowon
Decal	vines 1	targa	vines (courtyard)	hm_vines 1	512 x 512	HL2
Decal	vines 2	targa	vines (courtyard)	hm_vines 2	512 x 512	HL2
floor texture	grass dark	targa	dark grass texture (courtyard)	hm_grass_dark	512 x 512	HL2
floor texture	grass light	targa	light grass texture (courtyard)	hm_grass_light	512 x 512	HL2
floor texture	dirt	targa	dirt for courtyard	hm_dirt	512 x 512	HL2
floor texture	sidewalk	targa	light cement sidewalk (courtyard)	hm_sidewalk	512 x 512	HL2
floor texture	parquet wood light	targa	light and shiny parquet wood	hm_wood_parquet_light	512 x 512	Jon
floor texture	parquet wood dark	targa	dark and shiny parquet wood	hm_wood_parquet_dark	512 x 512	Jon
floor texture	straight streaked wood	targa	wood with dark and light streaks (straight piece)	hm_wood_streak_straight	512 x 512	Susan
floor texture	streaked wood corner	targa	wood with dark and light streaks (corner piece)	hm_wood_streak_corner	512 x 512	Susan
floor texture	centerpiece 1	targa	large wood pattern for center of a room	hm_wood_center1	1024 x 1024	Jon
floor texture	centerpiece 2	targa	large wood pattern for center of a room	hm_wood_center2	1024 x 1024	Jon
floor texture	light stripped wood	targa	light stripped wood	hm_wood_light	512 x 512	Jon
floor texture	medium stripped wood	targa	shade btw light and dark stripped wood	hm_wood_medium	512 x 512	Jon
floor texture	dark stripped wood	targa	dark stripped wood	hm_wood_dark	512 x 512	Jon
floor texture	pattern wood 1	targa	checkerboard pattern wood	hm_wood_pattern1	512 x 512	Jon
floor texture	pattern wood 2	targa	ornate wood pattern (bedroom)	hm_wood_pattern2	512 x 512	Jon
floor texture	concrete light	targa	light concrete	hm_concrete_light	512 x 512	HL2
floor texture	concrete dark	targa	dark concrete	hm_concrete_dark	512 x 512	HL2
floor texture	light marble	targa	light marble	hm_marble_light	512 x 512	Travis
floor texture	medium marble	targa	medium shade marble	hm_marble_medium	512 x 512	Travis
floor texture	dark marble	targa	dark marble	hm_marble_dark	512 x 512	Travis
floor texture	light tile	targa	clean and shiny light tile (guard room)	hm_tile_light	512 x 512	Brandi
floor texture	dark tile	targa	clean and shiny dark tile	hm_tile_dark	512 x 512	Brandi
floor texture	steel1	targa	steel w/o divets	hm_steel1	512 x 512	Susan
floor texture	steel 2	targa	steel w/o divets	hm_steel2	512 x 512	Susan
floor texture	steel with divets	targa	steel with divets	hm_steel_divets	512 x 512	Susan
floor texture	steel grate	targa	steel grate	hm_steel_grate	512 x 512	Susan

Category	Asset Name	Type	Description	Files	Size	Main Developer
wall texture	stone white	targa	white stone	hm_stone_white	512 x 512	Bill
wall texture	stone light grey	targa	grey stone	hm_stone_grey	512 x 512	Bill
wall texture	stone black	targa	black stone	hm_stone_black	512 x 512	Bill
wall texture	stonework 1	targa	large stone panel w/ stonework	hm_stone_stonework1	512 x 512	Bill
wall texture	stonework 2	targa	large stone panel w/ stonework	hm_stone_stonework2	512 x 512	Bill
wall texture	stonework 3	targa	large stone panel w/ stonework	hm_stone_stonework3	512 x 512	Bill
wall texture	wood panel light	targa	light wood panel	hm_wood_panel_light	512 x 512	HL2
wall texture	wood panel dark	targa	dark wood panel	hm_wood_panel_dark	512 x 512	HL2
wall texture	metallic panel 1	targa	metal panel (lab)	hm_metal_panel1	512 x 512	Susan
wall texture	metallic panel 2	targa	metal panel (lab)	hm_metal_panel2	512 x 512	Susan
wall texture	vent	targa	metal vent	hm_metal_vent	512 x 512	Tommy
wall texture	speckled marble light	targa	speckled marble (columns)	hm_marble_light	512 x 512	Brandi
wall texture	speckled marble dark	targa	speckled marble (columns)	hm_marble_dark	512 x 512	Brandi
wall texture	woodwork1	targa	large wood panel with woodwork	hm_wood_woodwork1	512 x 512	HL2
wall texture	woodwork2	targa	large wood panel with woodwork	hm_wood_woodwork2	513 x 512	HL2
ceiling texture	sky black	targa	black texture	hm_sky1	512 x 512	HL2
ceiling texture	sky black with stars	targa	black with bright points	hm_sky_2	512 x 512	HL2
ceiling texture	shingles light	targa	light roof shingles	hm_shingles_light	512 x 512	HL2
ceiling texture	shingles dark	targa	dark roof shingles	hm_shingles_dark	512 x 512	HL2
ceiling texture	beveled ceiling	targa	beveled ceiling tiles	hm_ceiling_bevel	512 x 512	Bill
ceiling texture	white ceiling	targa	white stone ceiling	hm_ceiling_white	512 x 512	Bill
ceiling texture	dark ceiling	targa	dark stone ceiling	hm_ceiling_dark	512 x 512	Bill
ceiling texture	stone ceiling pattern 1	targa	stone ceiling pattern	hm_ceiling_stone1	512 x 512	Bill
ceiling texture	stone ceiling pattern 2	targa	stone ceiling pattern	hm_ceiling_stone2	512 x 512	Bill
ceiling texture	wood ceiling pattern 1	targa	wood ceiling pattern	hm_ceiling_wood1	512 x 512	Tommy
ceiling texture	wood ceiling pattern 2	targa	wood ceiling pattern	hm_ceiling_wood2	512 x 512	Tommy
trim texture	wood trim 1	targa	plain wood trim	hm_wood_trim1	512 x 512	Tommy
trim texture	wood trim 2	targa	patterned wood trim	hm_wood_trim2	512 x 512	Tommy
trim texture	wood trim 3	targa	patterned wood trim	hm_wood_trim3	512 x 512	Tommy
trim texture	stone trim1	targa	stonework trim	hm_stone_trim1	512 x 512	Susan
trim texture	stone trim2	targa	stonework trim	hm_stone_trim2	512 x 512	Susan
trim texture	stone trim3	targa	stonework trim	hm_stone_trim3	512 x 512	Susan
door texture	entry door 1	targa	dark wood door (courtyard)	hm_door_entry1	512 x 512	Travis
door texture	entry door 2	targa	light wood door (lobby)	hm_door_entry2	512 x 512	Travis
door texture	large wood door 1	targa	large wood door	hm_door_large1	512 x 512	Brandi
door texture	large wood door 2	targa	large wood door	hm_door_large2	512 x 512	Brandi

Category	Asset Name	Type	Description	Files	Size	Main Developer
door texture	large wood door 3	targa	large wood door	hm_door_large3	512 x 512	Brandi
door texture	large steel door	targa	large steel door	hm_door_steel	512 x 512	Susan
window texture	large window 1	targa	large ornate window	hm_window_large1	512 x 512	Tommy
window texture	large window 2	targa	large ornate window	hm_window_large2	512 x 512	Tommy
window texture	large window 3	targa	large ornate window	hm_window_large3	512 x 512	Tommy
window texture	small window 1	targa	small ornate window	hm_window_small1	512 x 512	Tommy
window texture	small window 2	targa	small ornate window	hm_window_small2	512 x 512	Tommy
window texture	round window	targa	large round window	hm_window_round	512 x 512	Tommy
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_1	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_2	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_3	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_4	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_5	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_6	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_7	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_8	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_9	512 x 512	Bill
misc. texture	room screenshot	targa	room screenshot (guard room)	hm_screenshot_10	512 x 512	Bill
misc. texture	computer/ digital equipment 1	targa	digital equipment (guard room and lab)	hm_computer_1	512 x 512	Bill
misc. texture	computer/ digital equipment 2	targa	digital equipment (guard room and lab)	hm_computer_2	512 x 512	Bill

Category	Asset Name	Type	Description	Files	Size (in tris)	
model	barstool	static	Barstool about waist high	hm_Barstool_s	150	Jon
model	bearskin rug	static	bearskin rug for the trophy room	hm_BearskinRug_s	200	Susan
model	bed, bunk	physics	Beds for the guard room	hm_BunkBeds_p	200	Bill
model	bed, queen sized	physics	Bed for the master bedroom	hm_Bed_p	200	Susan
model	bellows	physics	Used to stoke a fireplace by pumping air into it	hm_Bellows_p	60	Bill
model	bench with cushion	physics	Used for the hallways	hm_bench_p	200	Tommy
model	bench, metal	static	Used for the outside courtyard	hm_MetalBench_s	150	Travis
model	big plants	static	Used for the outside courtyard	hm_BigPlant_s	250	Susan
model	books	physics	books to lay out for the library	hm_Books_p	12	Brandi
model	bookshelves	static	For the library	hm_Bookshelf_s	60	Tommy
model	bottles	physics breakable	For the bar room	hm_Bottles_p	30	Jon
model	cabinet	physics	Used to hide stuff	hm_Cabinet_p	60	Bill
model	light, candelabra	physics breakable	Lightsource, for the dining room	hm_Candleabra_pb	200	Travis

Category	Asset Name	Type	Description	Files	Size	Main Developer
model	centerpiece	physics breakable	for the dining room, bouquet of flowers	hm_Centerpiece_pb	150	Susan
model	chair, ballroom	physics	ornament to line the ballroom walls	hm_BallroomChair_p	200	Susan
model	chair, desk	physics	For the library	hm_DeskChair_p	200	Travis
model	chair, diningroom	physics	for the dining room	hm_DiningroomChairs_p	200	Travis
model	chair, sofa	physics	For the bar room	hm_CushyChair_p	200	Jon
model	chamberpot	physics breakable	picher bowls for the master bedroom	hm_Chamberpot_pb	60	Tommy
model	chessboard	physics breakable	For the bar room	hm_Chessboard_pb	12	HL2
model	cigar box	physics	For the bar room	hm_CigarBox_p	12	Brandi
model	computer	static	Antique Computer for the guard room and lab	hm_Computer_s	60	Bill
model	drapery	static	Curtains to cover windows with	hm_Drapery_s	100	Louise
model	fireplace poker	physics	Used to stoke a fireplace by stiring the coals	hm_Poker_p	20	Travis
model	folding screen	physics	For the master bedroom	hm_FoldingScreen_p	20	Tommy
model	fountain, large	static	Centerpiece for the courtyard	hm_LargeFountain_s	200	Bill
model	fountain, small	static	for the courtyard	hm_SmallFountain_s	150	Bill
model	gate	static	Provides a barrier for the courtyard	hm_Gate_s	200	Brandi
model	glasses	physics breakable	For the bar room	hm_Glasses_pb	30	Jon
model	globe	physics breakable	For the library	hm_Globe_pb	150	HL2
model	mantle clock	physics	Clock that keeps time	hm_GrandfatherClock_p	200	Brandi
model	harp	physics	Musical instrument for the ballroom	hm_Harp_p	100	Susan
model	hedges	static	barriers for the courtyard	hm_Hedge_s	20	Jon
model	light, candle wall	static	lights fixed to the walls	hm_WallLight_s	60	Tommy
model	light, chandelier	physics	large hanging light for major rooms	hm_Chandelier_p	300	joowon
model	light, desk lamp	physics	a lamp for the desks in the library	hm_DeskLamp_p	60	Travis
model	light, hanging	static breakable	small hanging light for minor rooms	hm_HangingLight_sb	60	Bill
model	light, table lamp	physics	A small lamp for end tables	hm_lamp_p	60	Brandi
model	metal ashtray stand	physics	For the bar room	hm_AshtrayStand_p	60	Jon
model	mounted animal heads	static	for the Trophy room	hm_Animal_Head_s	150	Susan
model	music stand	physics	for the ballroom	hm_MusicStand_p	40	Bill
model	piano	physics	for the ballroom	hm_Piano_p	200	Susan
model	potted plant	physics breakable	plant to use indoors for the gallery and the library	hm_PottedPlant_pb	60	Susan
model	security console	static breakable	for the guard room	hm_SecurityConsole_sb	200	Jon
model	sliding ladder	physics	For the library	hm_SlidingLadder_p	100	Tommy
model	statue, large	static breakable	for the lobby	hm_Statue_sb	300	Kate
model	statue, small	physics breakable	for the gallery	hm_Statue_pb	300	HL2
model	supply closet (lockers)	static	for the guard room	hm_Locker_s	100	HL2

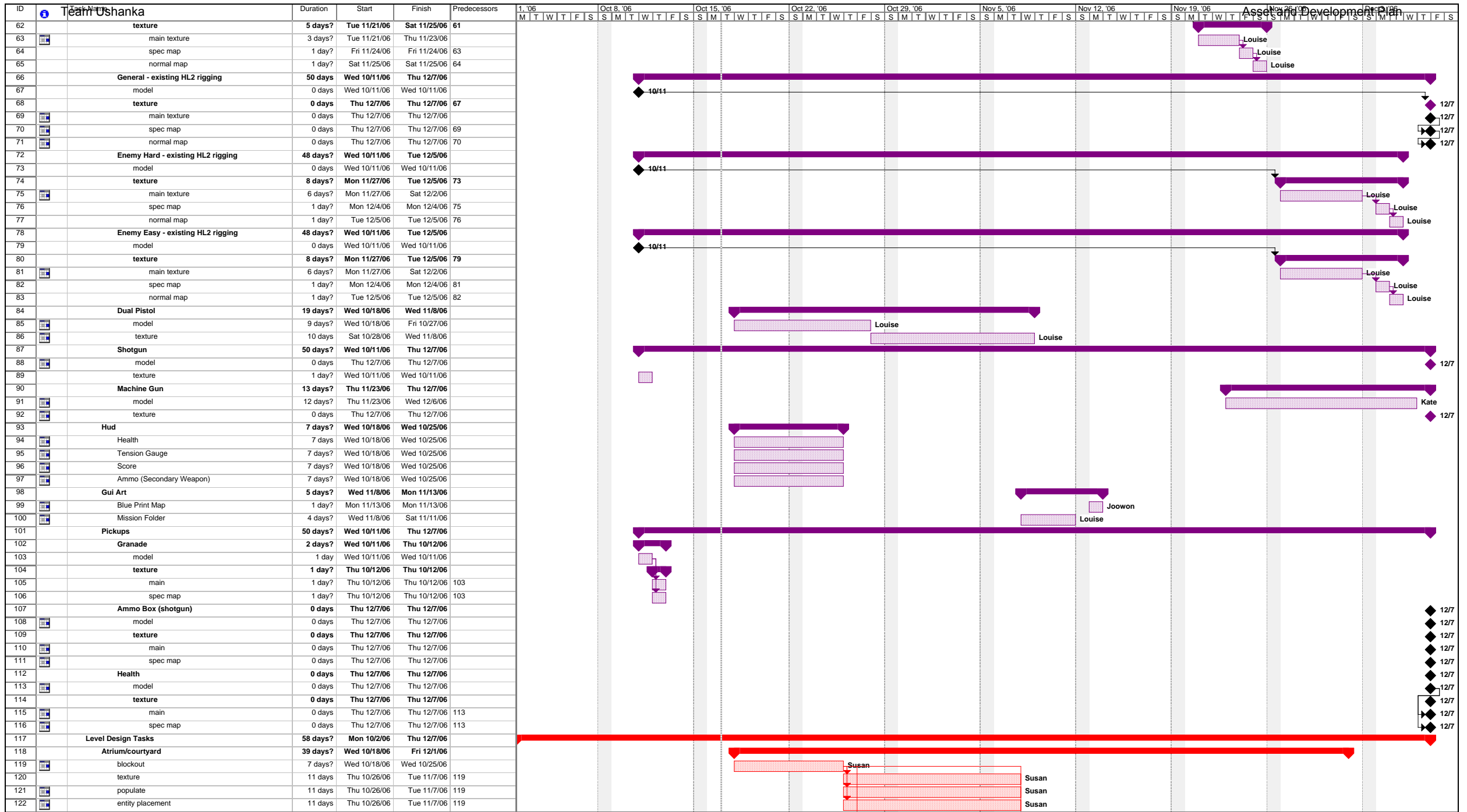
Category	Asset Name	Type	Description	Files	Size	Main Developer
model	table, desk	physics	For the library a long table draped with a tablecloth for the diningroom	hm_Table_p	200	Jon
model	table, diningroom	physics	diningroom	hm_DiningroomTable_p	250	Travis
model	table, end	physics	a table used to line the hallway	hm_EndTable_p	100	Bill
model	table, nightstand	physics	a table used beside the queen sized bed	hm_Nightstand_p	100	Brandi
model	table, wood	physics	for the guard room	hm_WoodTable_p	100	HL2
model	tree	static	used in the courtyard	hm_Tree_s	200	HL2
model	Trophy case 1	static breakable	for the Trophy room	hm_TrophyCase1_sb	100	Brandi
model	Trophy case 2	static breakable	for the Trophy room	hm_TrophyCase2_sb	100	Brandi
model	vanity	physics breakable	For the master bedroom	hm_Vanity_pb	300	HL2
model	vase, large	physics breakable	used on various end tables	hm_LargeVase_pb	60	Tommy
model	vase, small	physics breakable	used on various end tables	hm_SmallVase_pb	60	Jon
model	wardrobe	physics	For the master bedroom	hm_Wardrobe_p	200	HL2

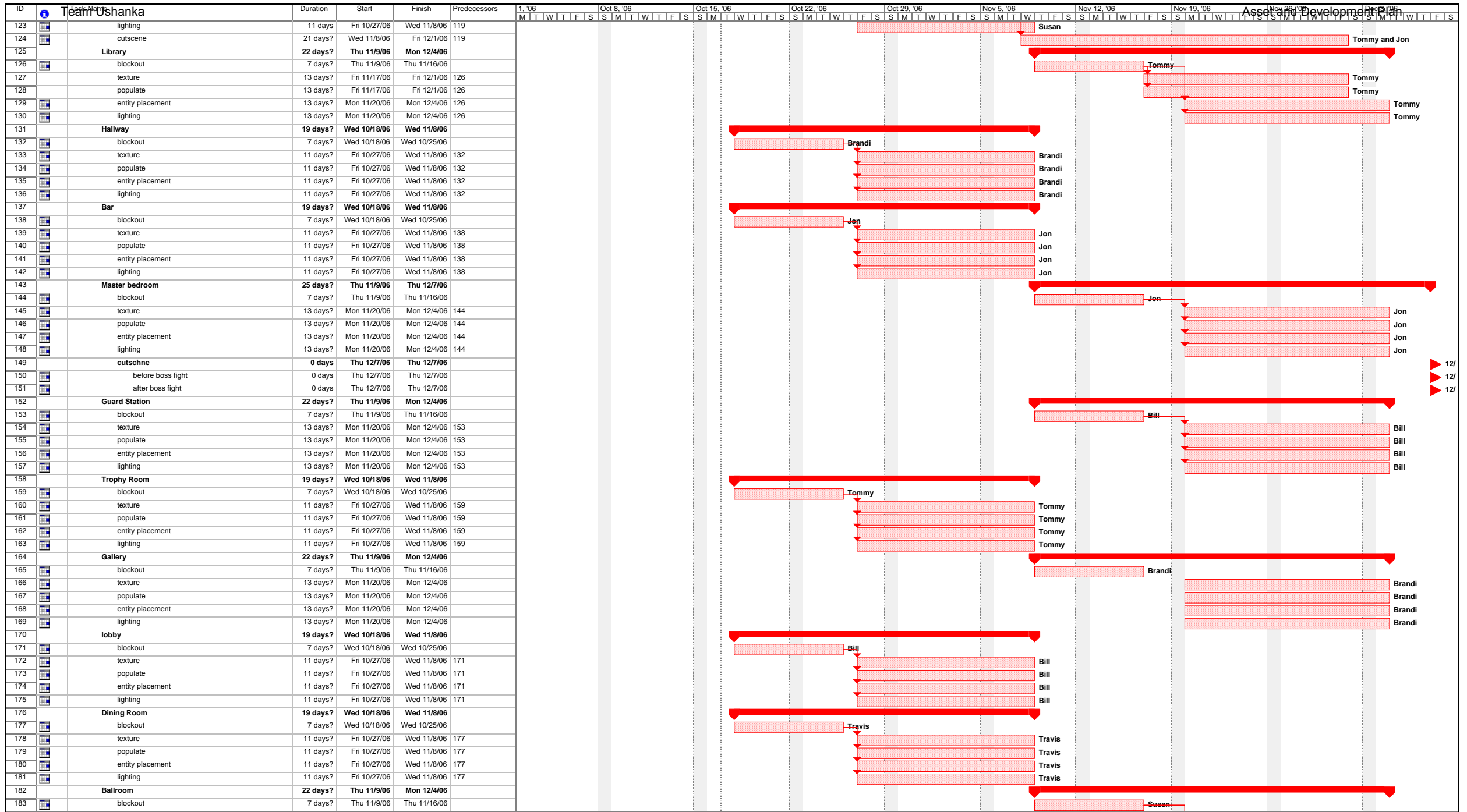
Software Assets

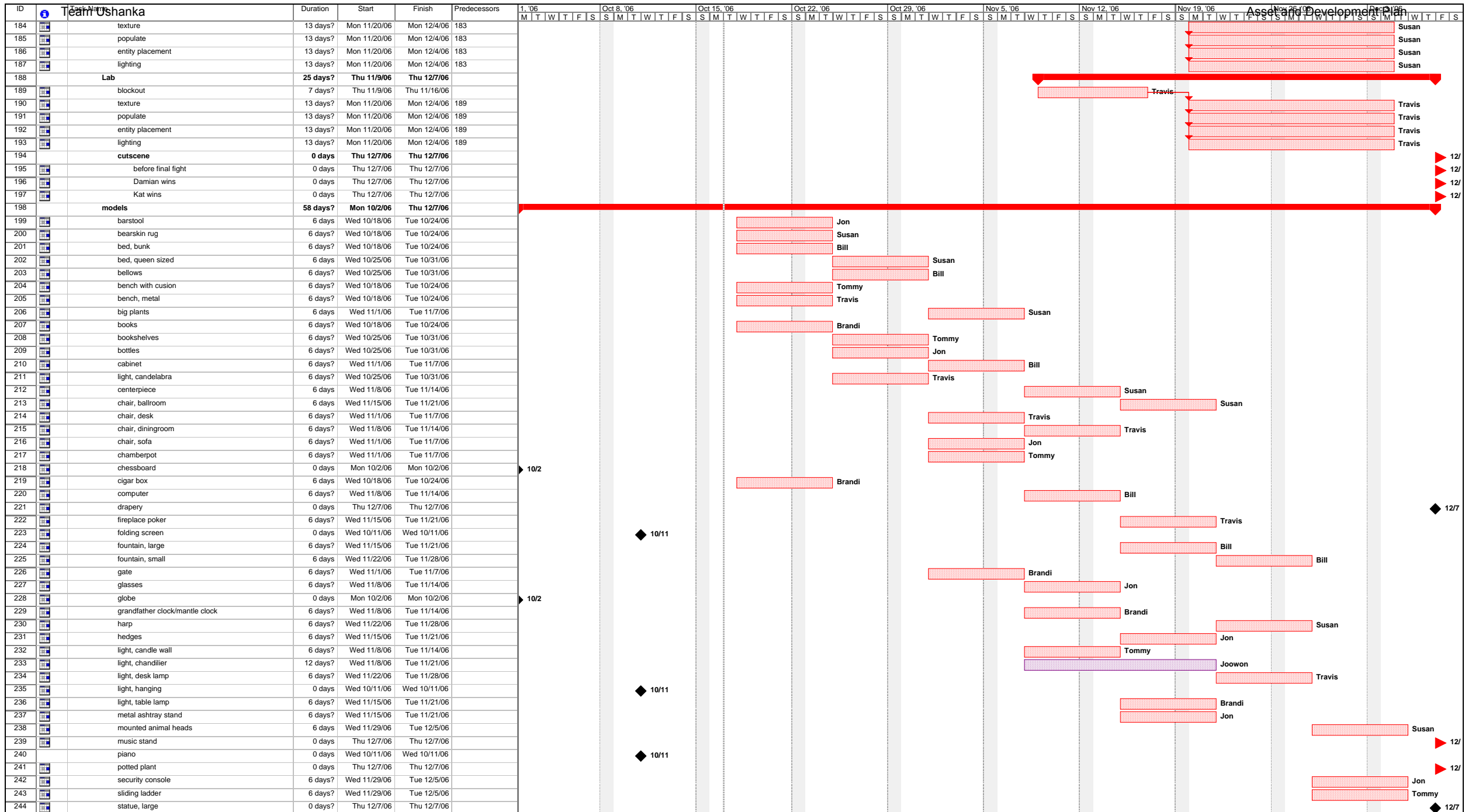
Category	Asset Name	Type	Description	Files	Size	Main Developer
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	in_camera.cpp	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	input.h	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	iinput.h	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	clientmode_shared.cpp	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	view.h view.cpp	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_Camera.h C_HM_Camera.cp	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_CamTrack.h C_HM_CamTra	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_CamTrackNode.h C_HM_Ca	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_CamTrackCamera.h C_HM_4	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_PointCameraVolume.h C_HM	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	C_HM_PointCameraVolume.h C_HM	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	CHM_CamTrack.h CHM_CamTrack	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	CHM_CamTrackNode.h CHM_Cam	N/A	Jeremy
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	CHM_CamTrackCamera.h CHM_Ca	N/A	Jeremy

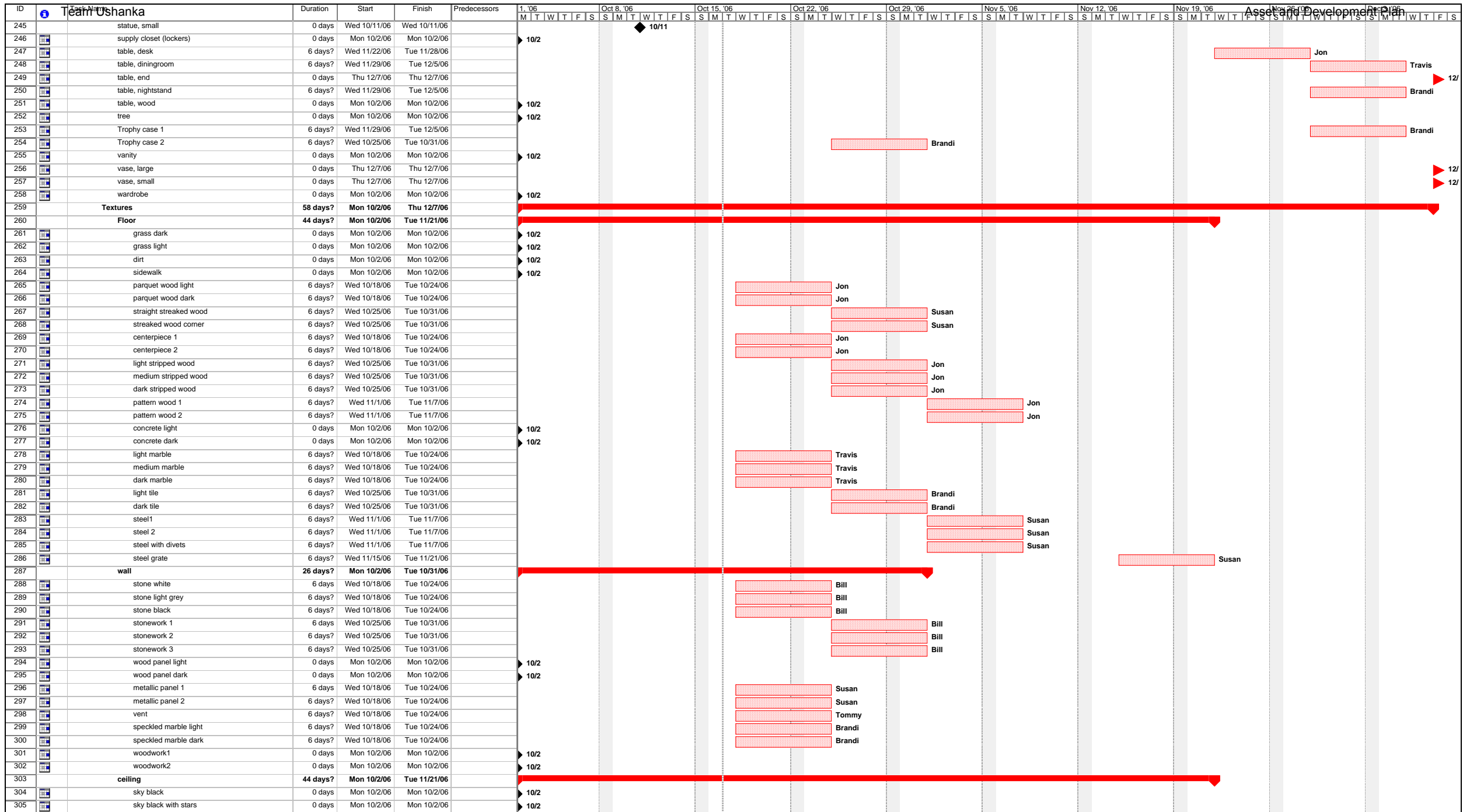
Category	Asset Name	Type	Description	Files	Size	Main Developer
Camera System	Camera System	.cpp .h	Fixed, Track, Dual track, triggered	CHM_PointCameraVolume.h CHM_	N/A	Jeremy
AI System	AI System	.cpp .h	Base AI, Tactical Variant, Boss, Riot Shield	hm_airiotenemy.h hm_airiotenemy.cpp	N/A	Nader
AI System	AI System	.cpp .h	Base AI, Tactical Variant, Boss, Riot Shield	hm_npc_general.h hm_npc_general.cpp	N/A	Nader
AI System	AI System	.cpp .h	Base AI, Tactical Variant, Boss, Riot Shield	hm_turret.h hm_turret.cpp	N/A	Nader
AI System	AI System	.cpp .h	Base AI, Tactical Variant, Boss, Riot Shield	hm_mannedturrent.h hm_mannedturrent	N/A	Nader
AI weapons	AI weapons	.cpp .h	Weapons to be used with NPC animations	hm_shotgun.h hm_shotgun.cpp	N/A	Nader
AI weapons	AI weapons	.cpp .h	Weapons to be used with NPC animations	hm_rocketlauncher.h hm_shotgun.cpp	N/A	Nader
AI weapons	AI weapons	.cpp .h	Weapons to be used with NPC animations	hm_machinegun.h hm_shotgun.cpp	N/A	Nader
AI weapons	AI weapons	.cpp .h	Weapons to be used with NPC animations	hm_aienemybase.h hm_shotgun.cpp	N/A	Nader
Gamepad Controls	Gamepad Controls	.cpp .h	Camera relative movement	in_main.cpp, input.h	N/A	Michael
Custom Player	Custom Player	.cpp .h	Damian and Kat player characters	hm_player.h hm_player.cpp	N/A	Michael
Custom Player	Custom Player	.cpp .h	Damian and Kat player characters	hm_damian.h hm_damian.cpp	N/A	Michael
Custom Player	Custom Player	.cpp .h	Damian and Kat player characters	hm_kat.h hm_kat.cpp	N/A	Michael
Custom Weapons	Custom Weapons	.cpp .h	Player Weapons: Dual Pistols, Shotgun, Machine	hm_pDualPistols.h hm_pDualPistols.cpp	N/A	Dallas
Custom Weapons	Custom Weapons	.cpp .h	Player Weapons: Dual Pistols, Shotgun, Machine	hm_pShotgun.h hm_pShotgun.cpp	N/A	Dallas
Custom Weapons	Custom Weapons	.cpp .h	Player Weapons: Dual Pistols, Shotgun, Machine	hm_pMachinegun.h hm_pMachinegun.c	N/A	Dallas
Game Rules	Game Rules	.cpp .h	Custom game rules to reference hud and enfore	hm_gamerules.h	N/A	Michael
Game Rules	Game Rules	.cpp .h	Custom game rules to reference hud and enfore	hm_gamerules.cpp	N/A	Michael
HUD	HUD	.cpp .h	Displays health, ammo, tension meter	hm_hud.h hm_hud.cpp	N/A	Maethee
HUD	HUD	.cpp .h	Displays health, ammo, tension meter	hm_damianHUD.h hm_damianHUD.cpp	N/A	Maethee
HUD	HUD	.cpp .h	Displays health, ammo, tension meter	hm_katHUD.h hm_katHUD.cpp	N/A	Maethee
Menus	Menus	.cpp .h	Custom main menu	hm_menu.h hm_menu.cpp	N/A	Maethee
Menus	Menus	.cpp .h	Custom main menu	hm_options.h hm_options.cpp	N/A	Maethee
Multiplayer Lobby	Multiplayer Lobby	.cpp .h	Lobby to enter while waiting for another player to	hm_lobby.h hm_lobby.cpp	N/A	Maethee
Particle Effects	Particle Effects	.cpp .h	Effect applied for "Tension mode"	hm_tension.h hm_tension.cpp	N/A	Will
Artistic Shaders	Artistic Shaders	.fxc	Black and white shader, tone mapping	hm_toneMapping.fxc	N/A	Will
Artistic Shaders	Artistic Shaders	.fxc	Black and white shader, tone mapping	hm_lightmappedComic.fxc	N/A	Will
Artistic Shaders	Artistic Shaders	.fxc	Black and white shader, tone mapping	hm_genericLitComic.fxc	N/A	Will
Artistic Shaders	Artistic Shaders	.fxc	Black and white shader, tone mapping	hm_genericVertexLitComic.fxc	N/A	Will

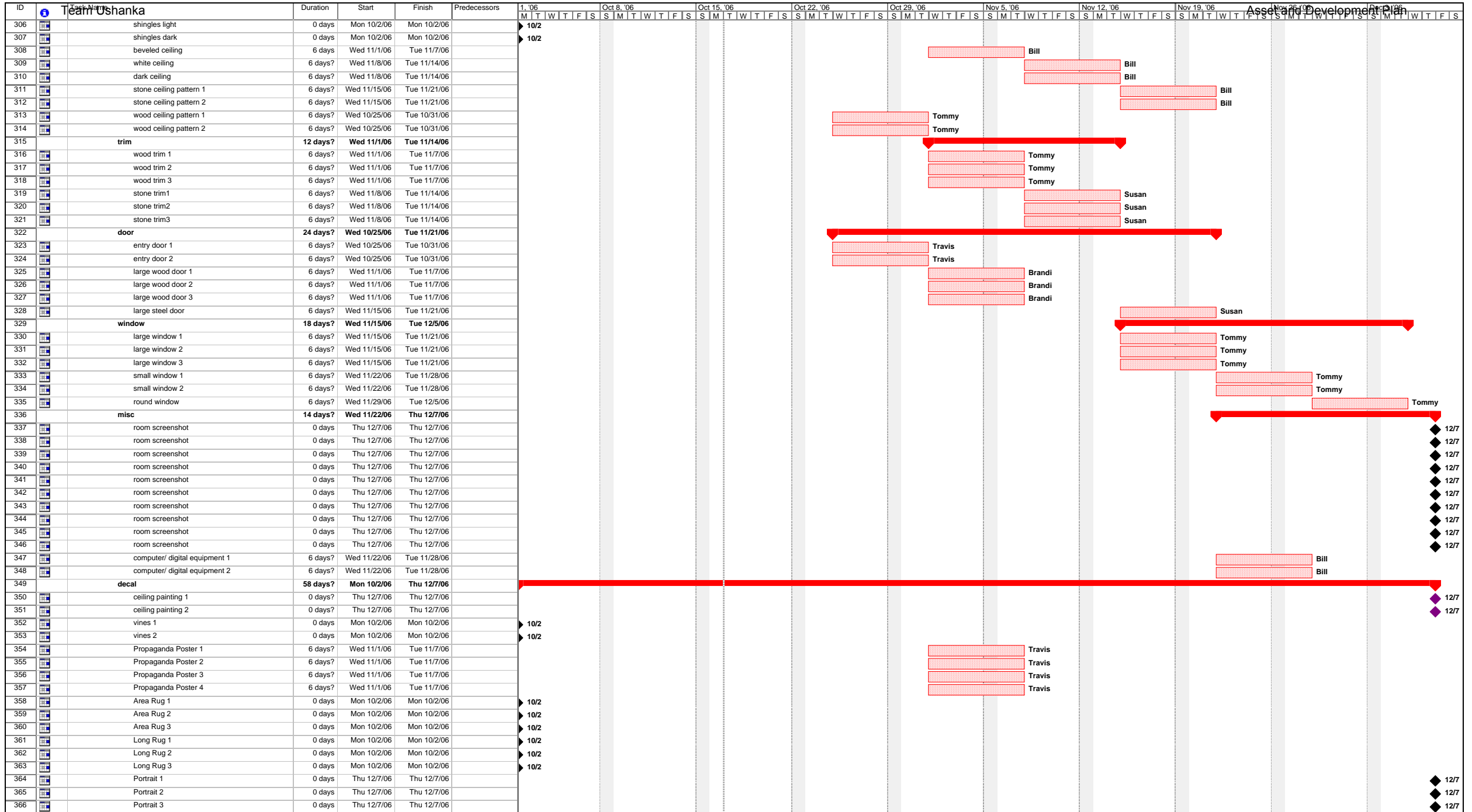















































































ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 8						
235	light, hanging	0 days	Wed 10/11/06	Wed 10/11/06		Bill
Week of October 15						
171	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Bill
201	bed, bunk	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
288	stone white	6 days	Wed 10/18/06	Tue 10/24/06		Bill
289	stone light grey	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
290	stone black	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
Week of October 22						
171	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Bill
201	bed, bunk	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
288	stone white	6 days	Wed 10/18/06	Tue 10/24/06		Bill
289	stone light grey	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
290	stone black	6 days?	Wed 10/18/06	Tue 10/24/06		Bill
203	bellows	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
291	stonework 1	6 days	Wed 10/25/06	Tue 10/31/06		Bill
292	stonework 2	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
293	stonework 3	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
172	texture	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
173	populate	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
174	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
175	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
Week of October 29						
203	bellows	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
291	stonework 1	6 days	Wed 10/25/06	Tue 10/31/06		Bill
292	stonework 2	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
293	stonework 3	6 days?	Wed 10/25/06	Tue 10/31/06		Bill
172	texture	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
173	populate	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
174	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
175	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
210	cabinet	6 days?	Wed 11/1/06	Tue 11/7/06		Bill
308	beveled ceiling	6 days	Wed 11/1/06	Tue 11/7/06		Bill
Week of November 5						
172	texture	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
173	populate	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
174	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
175	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	171	Bill
210	cabinet	6 days?	Wed 11/1/06	Tue 11/7/06		Bill
308	beveled ceiling	6 days	Wed 11/1/06	Tue 11/7/06		Bill
220	computer	6 days?	Wed 11/8/06	Tue 11/14/06		Bill
309	white ceiling	6 days?	Wed 11/8/06	Tue 11/14/06		Bill
310	dark ceiling	6 days?	Wed 11/8/06	Tue 11/14/06		Bill
153	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Bill
Week of November 12						
220	computer	6 days?	Wed 11/8/06	Tue 11/14/06		Bill
309	white ceiling	6 days?	Wed 11/8/06	Tue 11/14/06		Bill
310	dark ceiling	6 days?	Wed 11/8/06	Tue 11/14/06		Bill

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 12, continued							
153		blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Bill
224		fountain, large	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
311		stone ceiling pattern 1	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
312		stone ceiling pattern 2	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
Week of November 19							
224		fountain, large	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
311		stone ceiling pattern 1	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
312		stone ceiling pattern 2	6 days?	Wed 11/15/06	Tue 11/21/06		Bill
154		texture	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
155		populate	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
156		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
157		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
225		fountain, small	6 days	Wed 11/22/06	Tue 11/28/06		Bill
347		computer/ digital equipment 1	6 days?	Wed 11/22/06	Tue 11/28/06		Bill
348		computer/ digital equipment 2	6 days?	Wed 11/22/06	Tue 11/28/06		Bill
Week of November 26							
154		texture	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
155		populate	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
156		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
157		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
225		fountain, small	6 days	Wed 11/22/06	Tue 11/28/06		Bill
347		computer/ digital equipment 1	6 days?	Wed 11/22/06	Tue 11/28/06		Bill
348		computer/ digital equipment 2	6 days?	Wed 11/22/06	Tue 11/28/06		Bill
Week of December 3							
154		texture	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
155		populate	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
156		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
157		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	153	Bill
239		music stand	0 days	Thu 12/7/06	Thu 12/7/06		Bill
249		table, end	0 days	Thu 12/7/06	Thu 12/7/06		Bill
337		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
338		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
339		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
340		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
341		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
342		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
343		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
344		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
345		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill
346		room screenshot	0 days	Thu 12/7/06	Thu 12/7/06		Bill

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 1						
9	Asset List	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
10	Dev Plan	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
Week of October 8						
9	Asset List	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
10	Dev Plan	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
Week of October 15						
9	Asset List	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
10	Dev Plan	13 days?	Mon 10/2/06	Mon 10/16/06		Brandi
132	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Brandi
207	books	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
219	cigar box	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
299	speckled marble light	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
300	speckled marble dark	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
Week of October 22						
132	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Brandi
207	books	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
219	cigar box	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
299	speckled marble light	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
300	speckled marble dark	6 days?	Wed 10/18/06	Tue 10/24/06		Brandi
254	Trophy case 2	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
281	light tile	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
282	dark tile	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
133	texture	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
134	populate	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
135	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
136	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
Week of October 29						
254	Trophy case 2	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
281	light tile	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
282	dark tile	6 days?	Wed 10/25/06	Tue 10/31/06		Brandi
133	texture	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
134	populate	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
135	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
136	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
226	gate	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
325	large wood door 1	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
326	large wood door 2	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
327	large wood door 3	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
Week of November 5						
133	texture	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
134	populate	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
135	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
136	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	132	Brandi
226	gate	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
325	large wood door 1	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
326	large wood door 2	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi
327	large wood door 3	6 days?	Wed 11/1/06	Tue 11/7/06		Brandi

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 5, continued							
229		grandfather clock/mantle clock	6 days?	Wed 11/8/06	Tue 11/14/06		Brandi
165		blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Brandi
Week of November 12							
229		grandfather clock/mantle clock	6 days?	Wed 11/8/06	Tue 11/14/06		Brandi
165		blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Brandi
236		light, table lamp	6 days?	Wed 11/15/06	Tue 11/21/06		Brandi
Week of November 19							
236		light, table lamp	6 days?	Wed 11/15/06	Tue 11/21/06		Brandi
166		texture	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
167		populate	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
168		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
169		lighting	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
Week of November 26							
166		texture	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
167		populate	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
168		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
169		lighting	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
250		table, nightstand	6 days?	Wed 11/29/06	Tue 12/5/06		Brandi
253		Trophy case 1	6 days?	Wed 11/29/06	Tue 12/5/06		Brandi
Week of December 3							
166		texture	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
167		populate	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
168		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
169		lighting	13 days?	Mon 11/20/06	Mon 12/4/06		Brandi
250		table, nightstand	6 days?	Wed 11/29/06	Tue 12/5/06		Brandi
253		Trophy case 1	6 days?	Wed 11/29/06	Tue 12/5/06		Brandi

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 22 402 		Custom weapons implemented for players	12 days?	Thu 10/26/06	Wed 11/8/06		Dallas
Week of October 29 402 		Custom weapons implemented for players	12 days?	Thu 10/26/06	Wed 11/8/06		Dallas
Week of November 5 402 		Custom weapons implemented for players	12 days?	Thu 10/26/06	Wed 11/8/06		Dallas







































ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 1						
3	Concept Pitch	11 days?	Mon 10/2/06	Fri 10/13/06		Eddie
4	GDD	13 days?	Mon 10/2/06	Mon 10/16/06		Eddie
Week of October 8						
3	Concept Pitch	11 days?	Mon 10/2/06	Fri 10/13/06		Eddie
4	GDD	13 days?	Mon 10/2/06	Mon 10/16/06		Eddie
Week of October 15						
4	GDD	13 days?	Mon 10/2/06	Mon 10/16/06		Eddie
Week of October 22						
405	HUD implemented with tension and health meters, and ammo count with placeholder art	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
406	Custom game type implemented to reference HUD	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
Week of October 29						
405	HUD implemented with tension and health meters, and ammo count with placeholder art	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
406	Custom game type implemented to reference HUD	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
Week of November 5						
405	HUD implemented with tension and health meters, and ammo count with placeholder art	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
406	Custom game type implemented to reference HUD	12 days?	Thu 10/26/06	Wed 11/8/06		Eddie
408	Game menus implemented with Host game, Join game, Options, Quit	12 days?	Thu 11/9/06	Wed 11/22/06		Eddie
Week of November 12						
408	Game menus implemented with Host game, Join game, Options, Quit	12 days?	Thu 11/9/06	Wed 11/22/06		Eddie
Week of November 19						
408	Game menus implemented with Host game, Join game, Options, Quit	12 days?	Thu 11/9/06	Wed 11/22/06		Eddie
409	Game waiting lobby	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie
410	In game text / voice HUD overlay	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie
Week of November 26						
409	Game waiting lobby	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie
410	In game text / voice HUD overlay	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie
Week of December 3						
409	Game waiting lobby	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie
410	In game text / voice HUD overlay	12 days?	Thu 11/23/06	Wed 12/6/06		Eddie

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
385	Debug first person camera	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
386	Lockable first person camera	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
387	Common camera base for which game camera types will be derived	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
388	FOV zoom for tracking player	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
Week of October 22						
385	Debug first person camera	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
386	Lockable first person camera	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
387	Common camera base for which game camera types will be derived	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
388	FOV zoom for tracking player	7 days?	Wed 10/18/06	Wed 10/25/06		Jeremy
389	Volume triggered point camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
390	Camera lerp (to point camera)	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
391	Single track camera with closest point player following	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
392	Dual track camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
Week of October 29						
389	Volume triggered point camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
390	Camera lerp (to point camera)	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
391	Single track camera with closest point player following	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
392	Dual track camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
Week of November 5						
389	Volume triggered point camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
390	Camera lerp (to point camera)	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
391	Single track camera with closest point player following	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
392	Dual track camera	12 days?	Thu 10/26/06	Wed 11/8/06		Jeremy
393	Camera maintains minimum distance	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
394	Sound relative to camera	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
395	Ease-in ease-out camera transitions	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
Week of November 12						
393	Camera maintains minimum distance	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
394	Sound relative to camera	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
395	Ease-in ease-out camera transitions	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
Week of November 19						
393	Camera maintains minimum distance	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
394	Sound relative to camera	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
395	Ease-in ease-out camera transitions	12 days?	Thu 11/9/06	Wed 11/22/06		Jeremy
396	Player following with account of facing direction and level progression	12 days?	Thu 11/23/06	Wed 12/6/06		Jeremy
Week of November 26						
396	Player following with account of facing direction and level progression	12 days?	Thu 11/23/06	Wed 12/6/06		Jeremy
Week of December 3						
396	Player following with account of facing direction and level progression	12 days?	Thu 11/23/06	Wed 12/6/06		Jeremy


































ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
138	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Jon
199	barstool	6 days	Wed 10/18/06	Tue 10/24/06		Jon
265	parquet wood light	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
266	parquet wood dark	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
269	centerpiece 1	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
270	centerpiece 2	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
Week of October 22						
138	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Jon
199	barstool	6 days	Wed 10/18/06	Tue 10/24/06		Jon
265	parquet wood light	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
266	parquet wood dark	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
269	centerpiece 1	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
270	centerpiece 2	6 days?	Wed 10/18/06	Tue 10/24/06		Jon
209	bottles	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
271	light stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
272	medium stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
273	dark stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
139	texture	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
140	populate	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
141	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
142	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
Week of October 29						
209	bottles	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
271	light stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
272	medium stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
273	dark stripped wood	6 days?	Wed 10/25/06	Tue 10/31/06		Jon
139	texture	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
140	populate	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
141	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
142	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
216	chair, sofa	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
274	pattern wood 1	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
275	pattern wood 2	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
Week of November 5						
139	texture	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
140	populate	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
141	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
142	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	138	Jon
216	chair, sofa	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
274	pattern wood 1	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
275	pattern wood 2	6 days?	Wed 11/1/06	Tue 11/7/06		Jon
227	glasses	6 days?	Wed 11/8/06	Tue 11/14/06		Jon
144	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Jon
Week of November 12						
227	glasses	6 days?	Wed 11/8/06	Tue 11/14/06		Jon
144	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Jon
231	hedges	6 days?	Wed 11/15/06	Tue 11/21/06		Jon
237	metal ashtray stand	6 days?	Wed 11/15/06	Tue 11/21/06		Jon

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 19						
231	hedges	6 days?	Wed 11/15/06	Tue 11/21/06		Jon
237	metal ashtray stand	6 days?	Wed 11/15/06	Tue 11/21/06		Jon
145	texture	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
146	populate	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
147	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
148	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
247	table, desk	6 days?	Wed 11/22/06	Tue 11/28/06		Jon
Week of November 26						
145	texture	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
146	populate	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
147	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
148	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
247	table, desk	6 days?	Wed 11/22/06	Tue 11/28/06		Jon
242	security console	6 days?	Wed 11/29/06	Tue 12/5/06		Jon
Week of December 3						
145	texture	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
146	populate	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
147	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
148	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	144	Jon
242	security console	6 days?	Wed 11/29/06	Tue 12/5/06		Jon
257	vase, small	0 days	Thu 12/7/06	Thu 12/7/06		Jon
364	Portrait 1	0 days	Thu 12/7/06	Thu 12/7/06		Jon
365	Portrait 2	0 days	Thu 12/7/06	Thu 12/7/06		Jon
366	Portrait 3	0 days	Thu 12/7/06	Thu 12/7/06		Jon
367	Portrait 4	0 days	Thu 12/7/06	Thu 12/7/06		Jon
368	Portrait 5	0 days	Thu 12/7/06	Thu 12/7/06		Jon
369	Portrait 6	0 days	Thu 12/7/06	Thu 12/7/06		Jon
370	Portrait 7	0 days	Thu 12/7/06	Thu 12/7/06		Jon
371	Portrait 8	0 days	Thu 12/7/06	Thu 12/7/06		Jon
372	Portrait 8	0 days	Thu 12/7/06	Thu 12/7/06		Jon
373	Portrait 9	0 days	Thu 12/7/06	Thu 12/7/06		Jon

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
34	model/unwrap	19 days?	Wed 10/18/06	Wed 11/8/06		Joowon
Week of October 22						
34	model/unwrap	19 days?	Wed 10/18/06	Wed 11/8/06		Joowon
Week of October 29						
34	model/unwrap	19 days?	Wed 10/18/06	Wed 11/8/06		Joowon
Week of November 5						
34	model/unwrap	19 days?	Wed 10/18/06	Wed 11/8/06		Joowon
41	aiming -primary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
42	aiming -secondary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
43	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
44	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
45	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
46	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
47	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
48	reference	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
49	ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
50	walk	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
51	crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
52	run	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
53	jump	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
233	light, chandelier	12 days?	Wed 11/8/06	Tue 11/21/06		Joowon
36	main texture	12 days	Thu 11/9/06	Wed 11/22/06		Joowon
Week of November 12						
41	aiming -primary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
42	aiming -secondary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
43	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
44	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
45	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
46	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
47	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
48	reference	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
49	ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
50	walk	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
51	crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
52	run	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
53	jump	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
233	light, chandelier	12 days?	Wed 11/8/06	Tue 11/21/06		Joowon
36	main texture	12 days	Thu 11/9/06	Wed 11/22/06		Joowon
99	Blue Print Map	1 day?	Mon 11/13/06	Mon 11/13/06		Joowon
Week of November 19						
41	aiming -primary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
42	aiming -secondary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
43	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
44	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
45	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
46	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
47	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 19, continued							
48		reference	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
49		ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
50		walk	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
51		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
52		run	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
53		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
233		light, chandelier	12 days?	Wed 11/8/06	Tue 11/21/06		Joowon
36		main texture	12 days	Thu 11/9/06	Wed 11/22/06		Joowon
37		spec map	1 day?	Thu 11/23/06	Thu 11/23/06	36	Joowon
38		normal map	3 days?	Fri 11/24/06	Mon 11/27/06	37	Joowon
Week of November 26							
41		aiming -primary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
42		aiming -secondary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
43		shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
44		reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
45		attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
46		dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
47		idle	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
48		reference	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
49		ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
50		walk	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
51		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
52		run	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
53		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
38		normal map	3 days?	Fri 11/24/06	Mon 11/27/06	37	Joowon
39		Rigged	9 days?	Mon 11/27/06	Wed 12/6/06		Joowon
Week of December 3							
41		aiming -primary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
42		aiming -secondary	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
43		shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
44		reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
45		attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
46		dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
47		idle	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
48		reference	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
49		ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
50		walk	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
51		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
52		run	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
53		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Joowon
39		Rigged	9 days?	Mon 11/27/06	Wed 12/6/06		Joowon
350		ceiling painting 1	0 days?	Thu 12/7/06	Thu 12/7/06		Joowon
351		ceiling painting 2	0 days?	Thu 12/7/06	Thu 12/7/06		Joowon

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
14	model/unwrap	7 days?	Wed 10/18/06	Wed 10/25/06		Kate
Week of October 22						
14	model/unwrap	7 days?	Wed 10/18/06	Wed 10/25/06		Kate
16	main texture	12 days?	Thu 10/26/06	Wed 11/8/06		Kate
Week of October 29						
16	main texture	12 days?	Thu 10/26/06	Wed 11/8/06		Kate
Week of November 5						
16	main texture	12 days?	Thu 10/26/06	Wed 11/8/06		Kate
21	aiming	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
22	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
23	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
24	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
25	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
26	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
27	reference	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
28	ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
29	walk	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
30	crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
31	run	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
32	jump	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
17	spec map	1 day?	Thu 11/9/06	Thu 11/9/06	16	Kate
18	normal map	3 days?	Fri 11/10/06	Mon 11/13/06	16, 17	Kate
Week of November 12						
21	aiming	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
22	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
23	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
24	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
25	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
26	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
27	reference	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
28	ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
29	walk	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
30	crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
31	run	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
32	jump	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
18	normal map	3 days?	Fri 11/10/06	Mon 11/13/06	17	Kate
19	Rigged	7.5 days?	Tue 11/14/06	Wed 11/22/06	14,18	Kate
Week of November 19						
21	aiming	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
22	shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
23	reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
24	attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
25	dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
26	idle	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
27	reference	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
28	ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
29	walk	26 days?	Tue 11/7/06	Wed 12/6/06		Kate




























ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 19, continued							
30		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
31		run	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
32		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
19		Rigged	7.5 days?	Tue 11/14/06	Wed 11/22/06	14,18	Kate
91		model	12 days?	Thu 11/23/06	Wed 12/6/06		Kate
Week of November 26							
21		aiming	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
22		shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
23		reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
24		attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
25		dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
26		idle	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
27		reference	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
28		ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
29		walk	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
30		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
31		run	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
32		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
91		model	12 days?	Thu 11/23/06	Wed 12/6/06		Kate
Week of December 3							
21		aiming	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
22		shooting	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
23		reloading	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
24		attacking melee	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
25		dodge roll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
26		idle	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
27		reference	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
28		ragdoll	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
29		walk	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
30		crouch	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
31		run	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
32		jump	26 days?	Tue 11/7/06	Wed 12/6/06		Kate
91		model	12 days?	Thu 11/23/06	Wed 12/6/06		Kate
92		texture	0 days	Thu 12/7/06	Thu 12/7/06		Kate
244		statue, large	0 days?	Thu 12/7/06	Thu 12/7/06		Kate

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 8						
55	model	0 days	Wed 10/11/06	Wed 10/11/06		Louise
61	model	0 days	Wed 10/11/06	Wed 10/11/06		Louise
67	model	0 days	Wed 10/11/06	Wed 10/11/06		Louise
73	model	0 days	Wed 10/11/06	Wed 10/11/06		Louise
79	model	0 days	Wed 10/11/06	Wed 10/11/06		Louise
Week of October 15						
85	model	9 days?	Wed 10/18/06	Fri 10/27/06		Louise
Week of October 22						
85	model	9 days?	Wed 10/18/06	Fri 10/27/06		Louise
86	texture	10 days	Sat 10/28/06	Wed 11/8/06		Louise
Week of October 29						
86	texture	10 days	Sat 10/28/06	Wed 11/8/06		Louise
Week of November 5						
86	texture	10 days	Sat 10/28/06	Wed 11/8/06		Louise
57	main texture	7 days?	Wed 11/8/06	Wed 11/15/06		Louise
100	Mission Folder	4 days?	Wed 11/8/06	Sat 11/11/06		Louise
Week of November 12						
57	main texture	7 days?	Wed 11/8/06	Wed 11/15/06		Louise
58	spec map	1 day?	Thu 11/16/06	Thu 11/16/06	57	Louise
59	normal map	3 days?	Fri 11/17/06	Mon 11/20/06	58	Louise
Week of November 19						
59	normal map	3 days?	Fri 11/17/06	Mon 11/20/06	58	Louise
63	main texture	3 days?	Tue 11/21/06	Thu 11/23/06		Louise
64	spec map	1 day?	Fri 11/24/06	Fri 11/24/06	63	Louise
65	normal map	1 day?	Sat 11/25/06	Sat 11/25/06	64	Louise
Week of November 26						
75	main texture	6 days?	Mon 11/27/06	Sat 12/2/06		Louise
81	main texture	6 days?	Mon 11/27/06	Sat 12/2/06		Louise
Week of December 3						
76	spec map	1 day?	Mon 12/4/06	Mon 12/4/06	75	Louise
82	spec map	1 day?	Mon 12/4/06	Mon 12/4/06	81	Louise
77	normal map	1 day?	Tue 12/5/06	Tue 12/5/06	76	Louise
83	normal map	1 day?	Tue 12/5/06	Tue 12/5/06	82	Louise
69	main texture	0 days	Thu 12/7/06	Thu 12/7/06		Louise
70	spec map	0 days	Thu 12/7/06	Thu 12/7/06	69	Louise
71	normal map	0 days	Thu 12/7/06	Thu 12/7/06	70	Louise
221	drapery	0 days	Thu 12/7/06	Thu 12/7/06		Louise




















ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15 398	Camera relative movement	7 days?	Wed 10/18/06	Wed 10/25/06		Michael
Week of October 22 398	Camera relative movement	7 days?	Wed 10/18/06	Wed 10/25/06		Michael
Week of November 5 400	Base class for custom players implemented	12 days?	Thu 11/9/06	Wed 11/22/06		Michael
Week of November 12 400	Base class for custom players implemented	12 days?	Thu 11/9/06	Wed 11/22/06		Michael
Week of November 19 400	Base class for custom players implemented	12 days?	Thu 11/9/06	Wed 11/22/06		Michael











ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
376	Shotgun, rocket launcher, and machine gun using combine soldier as base	7 days?	Wed 10/18/06	Wed 10/25/06		Nader
377	Creation of new base AI class for which game enemies will be derived	7 days?	Wed 10/18/06	Wed 10/25/06		Nader
Week of October 22						
376	Shotgun, rocket launcher, and machine gun using combine soldier as base	7 days?	Wed 10/18/06	Wed 10/25/06		Nader
377	Creation of new base AI class for which game enemies will be derived	7 days?	Wed 10/18/06	Wed 10/25/06		Nader
378	Tactical variant for enemy in cover	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
379	Machinegun variant with light, medium, and heavy armor	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
Week of October 29						
378	Tactical variant for enemy in cover	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
379	Machinegun variant with light, medium, and heavy armor	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
Week of November 5						
378	Tactical variant for enemy in cover	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
379	Machinegun variant with light, medium, and heavy armor	12 days?	Thu 10/26/06	Wed 11/8/06		Nader
380	Tactical variant for rocket launcher and shotgun for light, medium, and heavy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
381	Turret manned by enemy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
Week of November 12						
380	Tactical variant for rocket launcher and shotgun for light, medium, and heavy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
381	Turret manned by enemy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
Week of November 19						
380	Tactical variant for rocket launcher and shotgun for light, medium, and heavy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
381	Turret manned by enemy	12 days?	Thu 11/9/06	Wed 11/22/06		Nader
382	Riot shield enemy working	12 days?	Thu 11/23/06	Wed 12/6/06		Nader
383	Turrets working for boss fight sequence	12 days?	Thu 11/23/06	Wed 12/6/06		Nader
Week of November 26						
382	Riot shield enemy working	12 days?	Thu 11/23/06	Wed 12/6/06		Nader
383	Turrets working for boss fight sequence	12 days?	Thu 11/23/06	Wed 12/6/06		Nader
Week of December 3						
382	Riot shield enemy working	12 days?	Thu 11/23/06	Wed 12/6/06		Nader
383	Turrets working for boss fight sequence	12 days?	Thu 11/23/06	Wed 12/6/06		Nader

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 8						
240	piano	0 days	Wed 10/11/06	Wed 10/11/06		Susan
Week of October 15						
119	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Susan
200	bearskin rug	6 days?	Wed 10/18/06	Tue 10/24/06		Susan
296	metallic panel 1	6 days	Wed 10/18/06	Tue 10/24/06		Susan
297	metallic panel 2	6 days?	Wed 10/18/06	Tue 10/24/06		Susan
Week of October 22						
119	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Susan
200	bearskin rug	6 days?	Wed 10/18/06	Tue 10/24/06		Susan
296	metallic panel 1	6 days	Wed 10/18/06	Tue 10/24/06		Susan
297	metallic panel 2	6 days?	Wed 10/18/06	Tue 10/24/06		Susan
202	bed, queen sized	6 days	Wed 10/25/06	Tue 10/31/06		Susan
267	straight streaked wood	6 days?	Wed 10/25/06	Tue 10/31/06		Susan
268	streaked wood corner	6 days?	Wed 10/25/06	Tue 10/31/06		Susan
120	texture	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
121	populate	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
122	entity placement	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
123	lighting	11 days	Fri 10/27/06	Wed 11/8/06	119	Susan
Week of October 29						
202	bed, queen sized	6 days	Wed 10/25/06	Tue 10/31/06		Susan
267	straight streaked wood	6 days?	Wed 10/25/06	Tue 10/31/06		Susan
268	streaked wood corner	6 days?	Wed 10/25/06	Tue 10/31/06		Susan
120	texture	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
121	populate	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
122	entity placement	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
123	lighting	11 days	Fri 10/27/06	Wed 11/8/06	119	Susan
206	big plants	6 days	Wed 11/1/06	Tue 11/7/06		Susan
283	steel1	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
284	steel 2	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
285	steel with divets	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
Week of November 5						
120	texture	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
121	populate	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
122	entity placement	11 days	Thu 10/26/06	Tue 11/7/06	119	Susan
123	lighting	11 days	Fri 10/27/06	Wed 11/8/06	119	Susan
206	big plants	6 days	Wed 11/1/06	Tue 11/7/06		Susan
283	steel1	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
284	steel 2	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
285	steel with divets	6 days?	Wed 11/1/06	Tue 11/7/06		Susan
212	centerpiece	6 days	Wed 11/8/06	Tue 11/14/06		Susan
319	stone trim1	6 days?	Wed 11/8/06	Tue 11/14/06		Susan
320	stone trim2	6 days?	Wed 11/8/06	Tue 11/14/06		Susan
321	stone trim3	6 days?	Wed 11/8/06	Tue 11/14/06		Susan
183	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Susan
Week of November 12						
212	centerpiece	6 days	Wed 11/8/06	Tue 11/14/06		Susan
319	stone trim1	6 days?	Wed 11/8/06	Tue 11/14/06		Susan

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 12, continued							
320		stone trim2	6 days?	Wed 11/8/06	Tue 11/14/06		Susan
321		stone trim3	6 days?	Wed 11/8/06	Tue 11/14/06		Susan
183		blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Susan
213		chair, ballroom	6 days	Wed 11/15/06	Tue 11/21/06		Susan
286		steel grate	6 days?	Wed 11/15/06	Tue 11/21/06		Susan
328		large steel door	6 days?	Wed 11/15/06	Tue 11/21/06		Susan
Week of November 19							
213		chair, ballroom	6 days	Wed 11/15/06	Tue 11/21/06		Susan
286		steel grate	6 days?	Wed 11/15/06	Tue 11/21/06		Susan
328		large steel door	6 days?	Wed 11/15/06	Tue 11/21/06		Susan
184		texture	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
185		populate	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
186		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
187		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
230		harp	6 days?	Wed 11/22/06	Tue 11/28/06		Susan
Week of November 26							
184		texture	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
185		populate	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
186		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
187		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
230		harp	6 days?	Wed 11/22/06	Tue 11/28/06		Susan
238		mounted animal heads	6 days	Wed 11/29/06	Tue 12/5/06		Susan
Week of December 3							
184		texture	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
185		populate	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
186		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
187		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	183	Susan
238		mounted animal heads	6 days	Wed 11/29/06	Tue 12/5/06		Susan
241		potted plant	0 days	Thu 12/7/06	Thu 12/7/06		Susan

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 8						
223	folding screen	0 days	Wed 10/11/06	Wed 10/11/06		Tommy
Week of October 15						
159	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Tommy
204	bench with cusion	6 days?	Wed 10/18/06	Tue 10/24/06		Tommy
298	vent	6 days?	Wed 10/18/06	Tue 10/24/06		Tommy
Week of October 22						
159	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Tommy
204	bench with cusion	6 days?	Wed 10/18/06	Tue 10/24/06		Tommy
298	vent	6 days?	Wed 10/18/06	Tue 10/24/06		Tommy
208	bookshelves	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
313	wood ceiling pattern 1	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
314	wood ceiling pattern 2	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
160	texture	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
161	populate	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
162	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
163	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
Week of October 29						
208	bookshelves	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
313	wood ceiling pattern 1	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
314	wood ceiling pattern 2	6 days?	Wed 10/25/06	Tue 10/31/06		Tommy
160	texture	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
161	populate	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
162	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
163	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
217	chamberpot	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
316	wood trim 1	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
317	wood trim 2	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
318	wood trim 3	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
Week of November 5						
160	texture	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
161	populate	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
162	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
163	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	159	Tommy
217	chamberpot	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
316	wood trim 1	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
317	wood trim 2	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
318	wood trim 3	6 days?	Wed 11/1/06	Tue 11/7/06		Tommy
232	light, candle wall	6 days?	Wed 11/8/06	Tue 11/14/06		Tommy
126	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Tommy
Week of November 12						
232	light, candle wall	6 days?	Wed 11/8/06	Tue 11/14/06		Tommy
126	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Tommy
330	large window 1	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
331	large window 2	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
332	large window 3	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
127	texture	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy
128	populate	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 19							
330		large window 1	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
331		large window 2	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
332		large window 3	6 days?	Wed 11/15/06	Tue 11/21/06		Tommy
127		texture	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy
128		populate	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy
129		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
130		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
333		small window 1	6 days?	Wed 11/22/06	Tue 11/28/06		Tommy
334		small window 2	6 days?	Wed 11/22/06	Tue 11/28/06		Tommy
Week of November 26							
127		texture	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy
128		populate	13 days?	Fri 11/17/06	Fri 12/1/06	126	Tommy
129		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
130		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
333		small window 1	6 days?	Wed 11/22/06	Tue 11/28/06		Tommy
334		small window 2	6 days?	Wed 11/22/06	Tue 11/28/06		Tommy
243		sliding ladder	6 days?	Wed 11/29/06	Tue 12/5/06		Tommy
335		round window	6 days?	Wed 11/29/06	Tue 12/5/06		Tommy
Week of December 3							
129		entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
130		lighting	13 days?	Mon 11/20/06	Mon 12/4/06	126	Tommy
243		sliding ladder	6 days?	Wed 11/29/06	Tue 12/5/06		Tommy
335		round window	6 days?	Wed 11/29/06	Tue 12/5/06		Tommy
256		vase, large	0 days	Thu 12/7/06	Thu 12/7/06		Tommy

ID		Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 5							
124		cutscene	21 days?	Wed 11/8/06	Fri 12/1/06	119	Tommy and Jon
Week of November 12							
124		cutscene	21 days?	Wed 11/8/06	Fri 12/1/06	119	Tommy and Jon
Week of November 19							
124		cutscene	21 days?	Wed 11/8/06	Fri 12/1/06	119	Tommy and Jon
Week of November 26							
124		cutscene	21 days?	Wed 11/8/06	Fri 12/1/06	119	Tommy and Jon
Week of December 3							
150		before boss fight	0 days	Thu 12/7/06	Thu 12/7/06		Tommy and Jon
151		after boss fight	0 days	Thu 12/7/06	Thu 12/7/06		Tommy and Jon
195		before final fight	0 days	Thu 12/7/06	Thu 12/7/06		Tommy and Jon
196		Damian wins	0 days	Thu 12/7/06	Thu 12/7/06		Tommy and Jon
197		Kat wins	0 days	Thu 12/7/06	Thu 12/7/06		Tommy and Jon

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15						
177	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Travis
205	bench, metal	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
278	light marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
279	medium marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
280	dark marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
Week of October 22						
177	blockout	7 days?	Wed 10/18/06	Wed 10/25/06		Travis
205	bench, metal	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
278	light marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
279	medium marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
280	dark marble	6 days?	Wed 10/18/06	Tue 10/24/06		Travis
211	light, candelabra	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
323	entry door 1	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
324	entry door 2	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
178	texture	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
179	populate	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
180	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
181	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
Week of October 29						
211	light, candelabra	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
323	entry door 1	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
324	entry door 2	6 days?	Wed 10/25/06	Tue 10/31/06		Travis
178	texture	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
179	populate	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
180	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
181	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
214	chair, desk	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
354	Propaganda Poster 1	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
355	Propaganda Poster 2	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
356	Propaganda Poster 3	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
357	Propaganda Poster 4	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
Week of November 5						
178	texture	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
179	populate	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
180	entity placement	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
181	lighting	11 days?	Fri 10/27/06	Wed 11/8/06	177	Travis
214	chair, desk	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
354	Propaganda Poster 1	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
355	Propaganda Poster 2	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
356	Propaganda Poster 3	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
357	Propaganda Poster 4	6 days?	Wed 11/1/06	Tue 11/7/06		Travis
215	chair, diningroom	6 days?	Wed 11/8/06	Tue 11/14/06		Travis
189	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Travis
Week of November 12						
215	chair, diningroom	6 days?	Wed 11/8/06	Tue 11/14/06		Travis
189	blockout	7 days?	Thu 11/9/06	Thu 11/16/06		Travis
222	fireplace poker	6 days?	Wed 11/15/06	Tue 11/21/06		Travis

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of November 19						
222	fireplace poker	6 days?	Wed 11/15/06	Tue 11/21/06		Travis
190	texture	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
191	populate	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
192	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
193	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
234	light, desk lamp	6 days?	Wed 11/22/06	Tue 11/28/06		Travis
Week of November 26						
190	texture	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
191	populate	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
192	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
193	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
234	light, desk lamp	6 days?	Wed 11/22/06	Tue 11/28/06		Travis
248	table, diningroom	6 days?	Wed 11/29/06	Tue 12/5/06		Travis
Week of December 3						
190	texture	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
191	populate	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
192	entity placement	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
193	lighting	13 days?	Mon 11/20/06	Mon 12/4/06	189	Travis
248	table, diningroom	6 days?	Wed 11/29/06	Tue 12/5/06		Travis

ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names
Week of October 15 414	First pass shader for static objects	7 days?	Wed 10/18/06	Wed 10/25/06		Will
Week of October 22 414	First pass shader for static objects	7 days?	Wed 10/18/06	Wed 10/25/06		Will
415	Black and white stylized shader implemented for dynamic objects	12 days?	Thu 10/26/06	Wed 11/8/06		Will
Week of October 29 415	Black and white stylized shader implemented for dynamic objects	12 days?	Thu 10/26/06	Wed 11/8/06		Will
Week of November 5 415	Black and white stylized shader implemented for dynamic objects	12 days?	Thu 10/26/06	Wed 11/8/06		Will
Week of November 19 412	Custom Particle effects for player "tension" mode, and for weapons / explosi	12 days?	Thu 11/23/06	Wed 12/6/06		Will
Week of November 26 412	Custom Particle effects for player "tension" mode, and for weapons / explosi	12 days?	Thu 11/23/06	Wed 12/6/06		Will
Week of December 3 412	Custom Particle effects for player "tension" mode, and for weapons / explosi	12 days?	Thu 11/23/06	Wed 12/6/06		Will