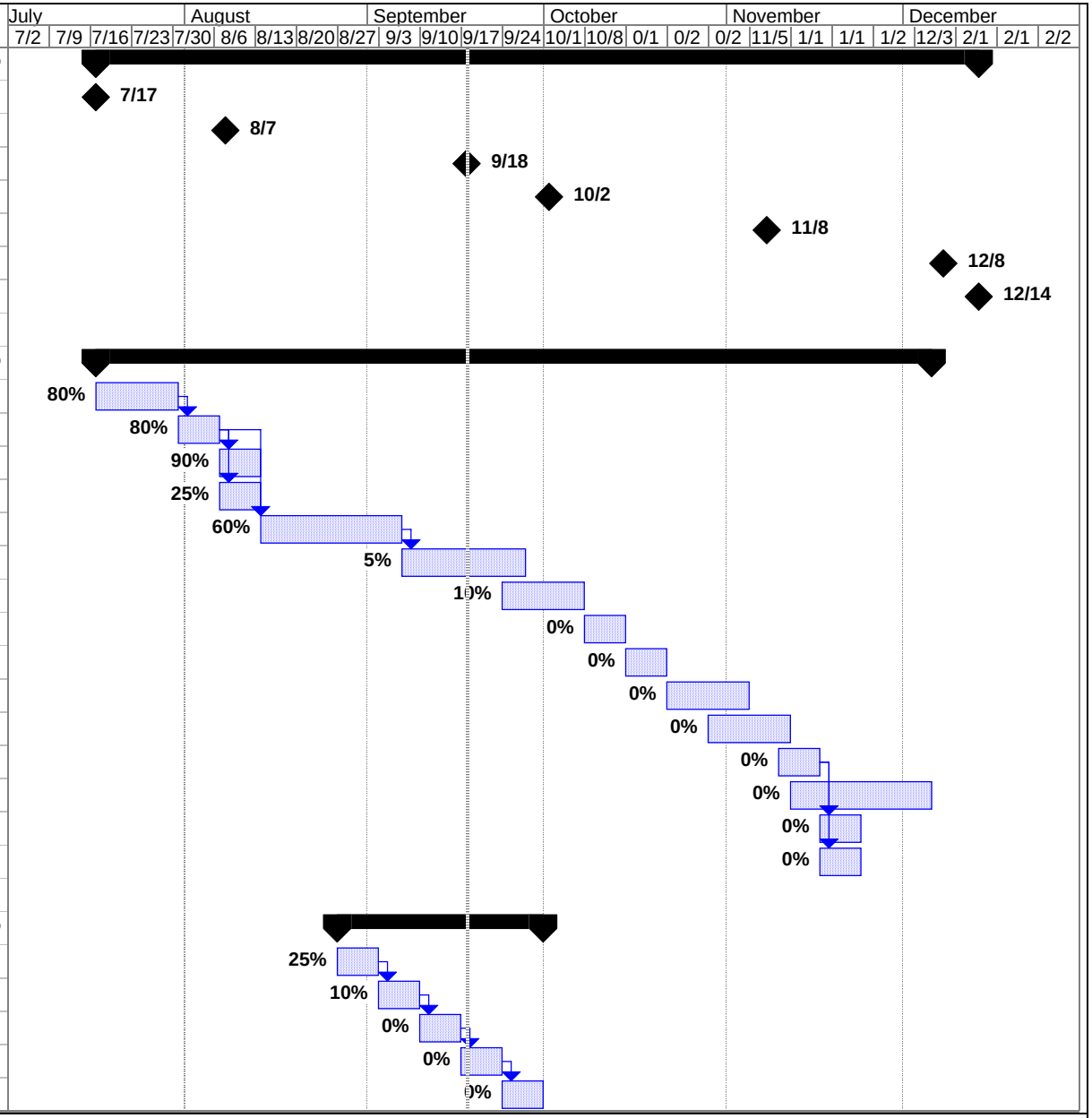
ID	Task Name	% Work Complete
1	**Milestones**	**0%**
2	Q1 Start	0%
3	Q1 Midterm Review	0%
4	Q1 Final Review	0%
5	Q2 Start	0%
6	Q2 Midterm Review	0%
7	Q2 Final Review	0%
8	Q2 Portfolio Show	0%
9		
10	**Programming**	**0%**
11	Balance Brooms	80%
12	Controls	80%
16	Real gamepad support	90%
17	Implement Physx Constraints	25%
13	Skeleton Mesh Deformation	60%
23	Animation Forces	5%
14	HUD	10%
15	Extend FMOD implementation	0%
21	Particle Effects	0%
24	Aiming/ Ball Shooting	0%
22	Computer Player AI	0%
20	Clean up code / Const correctness	0%
25	Networking code	0%
18	Display Lists	0%
19	Better Lighting / Shadows	0%
26		
27	**3D Assets**	**0%**
28	Modeling	25%
29	UV-Mapping	10%
30	Rigging	0%
31	Texturing	0%
32	Animation	0%



Project: my_quidd_project.mpp
Date: Mon 9/18/06

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