Winston   **Jonathan**   **Jeremy**   **Colin**   **Thomas**

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Due Date
Week 6			Timeline	Timeline	Timeline	Timeline	Timeline	
			UML	UML	UML	UML	UML	
			UML	UML	UML	UML	UML	
			Assumptions	Assumptions	Assumptions	Assumptions	Assumptions	
			UML	UML	UML	UML	UML	
							Milestone 2 Planning	
Week 7	Implement walls, boulder, exit, entity, static entity	Implement Switch, Door,	Implement method that analyses JSON files, portal, zombie spawner	Implement mercenary		Implement Portal Function, Implement Door Functions		
			Implement collectable entity, treasure, key, invisibility position, wood, arrow	Implement invisibility potion, sword, armor	Implement functions of key and Battles	Implement bomb and One Ring	Update UML, Implement health potion and its functions	
	Implement tick, and new game		Implement boulders function along with goals for switch	Implement goals for maze	Implement Save game	Implement load game and all games		
		Implement moving entity, Character's interaction with wall	Implement Character's interaction with boulder	Implement mercenary and mercenary movement	Implement zombie spawner and zombie movement	Implement invincibility potion and its functions	Finalize Assumptions	
		Implement switch, door		Implement mercenary movement	Implement battles	Implement spiders spawning and movement		Milestone 1 and 2 due November 1st 10am