**Project Timeline**

Below outlines the progression of TunePlay’s development. Who was at each meeting and what was accomplished is detailed within each meeting’s date.

***November 27th - December 3rd***

Group Members Involved: Austin

What Was Accomplished: Austin began developing the XML code for the Home Screen and Play Screen. He also created XML code for a filler Directions Screen.

***November 29th***

Group Members Involved: Austin and Connor

What Was Accomplished: Austin continued developing XML code for the Home Screen and Play Screen. Connor familiarized himself with Android Studio and basic XML commands

***December 2nd***

Group Members Involved: Austin, Casey, Kris

What Was Accomplished: Kris and Casey familiarized themselves with Android Studio. Once they did so, Austin, Casey and Kris worked on getting the instrument buttons to play music when they were clicked.

***December 4th***

Group Members Involved: Austin, Casey, Kris

What Was Accomplished: Austin, Casey, and Kris worked on getting TunePlay to change screens when the buttons were pressed on the Home Screen. This required development of the Home Screen’s java file.

***December 7th***

Group Members Involved: Connor

What Was Accomplished: Connor worked on getting a basic template to work for the Directions Screen. He created the dot indicator at the bottom of the screen while implementing swipe capabilities. As space holders, he imported pictures of each group member for each direction slide.

***December 10th***

Group Members Involved: Austin, Casey, Kris, Connor

What Was Accomplished: Casey, Kris, and Austin worked on the functionality of TunePlay’s Play Screen. Complications arose that will be described later in this documentation. They reached a point where TunePlay would play a tune, and the user would then have to play it back. If the user played the tune back correctly, a “Nice Job! Next level” type page would pop up and move to the next level. If they played it back incorrectly, “Game Over, Play Again?” type screen would pop up. Meanwhile, Connor worked on and completed the Directions Screen Java and XML code. He determined what directions needed to go on which slide and what should be explained to the user. He then implemented a play button on the last slide that would direct the user to the Play Screen to begin gameplay.

***December 11th***

Group Members Involved: Austin, Casey, Kris, Connor

What Was Accomplished: Kris and Austin continued working on functionality of TunePlay’s Play Screen. They adapted the gameplay experience as difficulties arose. Once functionality was complete with lower levels (three notes played) they created the necessary tunes to be played for the later game levels. Casey and Connor worked on the project’s documentation. Once Connor completed his portion of the documentation, he then worked on the PowerPoint to show TunePlay’s architecture.

***December 12th***

Group Members Involved: Austin, Casey, Kris, Connor

What Was Accomplished: Everyone worked on creating the video. Connor wrapped up the project documentation and PowerPoint.