Sheet1

	11/10/14	11/11/14	11/12/14	11/13/14	11/14/14
Design Model Class structure					2
Implement Hand objects					
Implement compareTo for all Hand objects					
Implement CardUtility					
Implement Test for CardUtility					
Implement Player class					
Implement Test for Player Class					
Implement Game interface (Not literal interface)					
Implement Test for Game Class					
Implement playable console-based gameplay for the Game class					
Refactor and clean up existing code					
Fill out all documentation					
FINISH GUI					
Design GUI layout					
Research implementation of overlapping images					
Implement Design					
Buttons					
Player display					
Dialog display					
Table display					

Tweak and modify design and color scheme to maximize look					
CONNECT VIEW AND MODEL IN CONTROLLER					
implement update view from model					
implement action performed					
implement actual game interface using the console-based game as a groundwork					
implement a GameState system to keep track of turns					
CONNECT EVERYTHING WITH GIT AND GIVE IT TO KING					
implement update view from model					
implement action performed					
Test code for bugs and work them out					
Research Network					

	11/15/14	11/16/14	11/17/14	11/18/14	11/19/14	11/20/14
Design Model Class structure	4					
Implement Hand objects		2	2			
Implement compareTo for all Hand objects		1	2			
Implement CardUtility			5			
Implement Test for CardUtility			2			
Implement Player class						2
Implement Test for Player Class						3
Implement Game interface (Not literal interface)						
Implement Test for Game Class						
Implement playable console-based gameplay for the Game class						
Refactor and clean up existing code						
Fill out all documentation						
FINISH GUI					1	1
Design GUI layout					1	
Research implementation of overlapping images						
Implement Design						1
Buttons						
Player display						
Dialog display						
Table display						

Tweak and modify design and color scheme to maximize look					
CONNECT VIEW AND MODEL IN CONTROLLE R					
implement update view from model					
implement action performed					
implement actual game interface using the console-based game as a groundwork					
implement a GameState system to keep track of turns					
CONNECT EVERYTHIN G WITH GIT AND GIVE IT TO KING					
implement update view from model					
implement action performed					
Test code for bugs and work them out					
Research Network					

	11/21/14	11/22/14	11/23/14	11/24/14	11/25/14	11/26/14
Design Model Class structure						
Implement Hand objects						
Implement compareTo for all Hand objects						
Implement CardUtility						
Implement Test for CardUtility						
Implement Player class						
Implement Test for Player Class						
Implement Game interface (Not literal interface)			2			
Implement Test for Game Class			1			
Implement playable console-based gameplay for the Game class				4	3	2
Refactor and clean up existing code			1			
Fill out all documentation						
FINISH GUI	1					
Design GUI layout						
Research implementation of overlapping images	1					
Implement Design				1		
Buttons				1		
Player display	1		1			
Dialog display						
Table display				1		

Tweak and modify design and color scheme to maximize look						
CONNECT VIEW AND MODEL IN CONTROLLER						
implement update view from model						
implement action performed						
implement actual game interface using the console-based game as a groundwork						2
implement a GameState system to keep track of turns				1		
CONNECT EVERYTHING WITH GIT AND GIVE IT TO KING						
implement update view from model						
implement action performed						
Test code for bugs and work them out				2	1	
Research Network						

	11/27/14	11/28/14	11/29/14	11/30/14	12/01/14	12/02/14
Design Model Class structure						
Implement Hand objects						
Implement compareTo for all Hand objects						
Implement CardUtility						
Implement Test for CardUtility						
Implement Player class						
Implement Test for Player Class						
Implement Game interface (Not literal interface)						
Implement Test for Game Class						
Implement playable console-based gameplay for the Game class	3					
Refactor and clean up existing code						
Fill out all documentation						
FINISH GUI	1	1	1	2	1	
Design GUI layout						
Research implementation of overlapping images						
Implement Design	1					
Buttons						2
Player display						
Dialog display						
Table display	1					

Tweak and modify design and color scheme to maximize look					
CONNECT VIEW AND MODEL IN CONTROLLER					
implement update view from model					
implement action performed					
implement actual game interface using the console-based game as a groundwork	3				
implement a GameState system to keep track of turns					
CONNECT EVERYTHING WITH GIT AND GIVE IT TO KING					
implement update view from model					
implement action performed					
Test code for bugs and work them out				1	
Research Network					5

	12/03/14	12/04/14	12/05/14	12/06/14	12/07/14	12/08/14
Design Model Class structure						
Implement Hand objects						
Implement compareTo for all Hand objects						
Implement CardUtility						
Implement Test for CardUtility						
Implement Player class						
Implement Test for Player Class						
Implement Game interface (Not literal interface)						
Implement Test for Game Class						
Implement playable console-based gameplay for the Game class						
Refactor and clean up existing code	2	1		1	1	
Fill out all documentation						
FINISH GUI						
Design GUI layout						
Research implementation of overlapping images						
Implement Design	2					
Buttons						
Player display						
Dialog display						
Table display						

Tweak and modify design and color scheme to maximize look		1			
CONNECT VIEW AND MODEL IN CONTROLLER	2				
implement update view from model	3	1			
implement action performed	1		1		
implement actual game interface using the console-based game as a groundwork					
implement a GameState system to keep track of turns					
CONNECT EVERYTHING WITH GIT AND GIVE IT TO KING					
implement update view from model					
implement action performed				1	
Test code for bugs and work them out				2	
Research Network	1		1	1	1