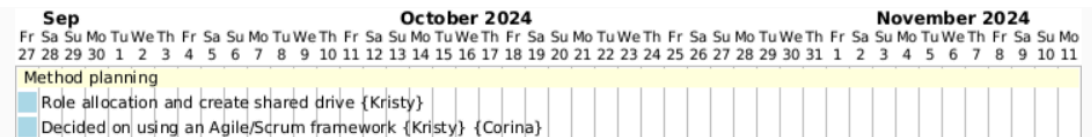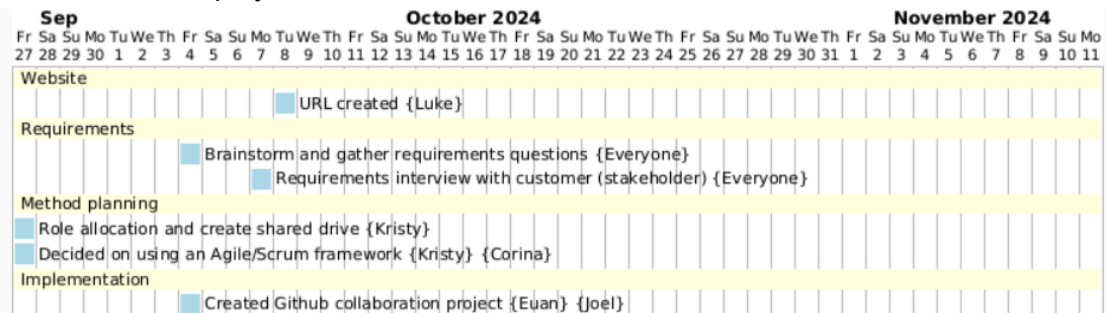**The timeline is updated Friday during our practicals.**

Week 1: Decide on roles, method framework and organised our documents into a shared Google Drive.

Week 2: Priority was to gather requirements and schedule an interview with our client. The URL and Github project was created for section 1 and 6.


Week 3: Moved onto analysing and formalising requirements. Started on creating diagrams for the architecture section, writing up the risk management process and the code implementation for the basic mapping and visuals after deciding on the game engine.
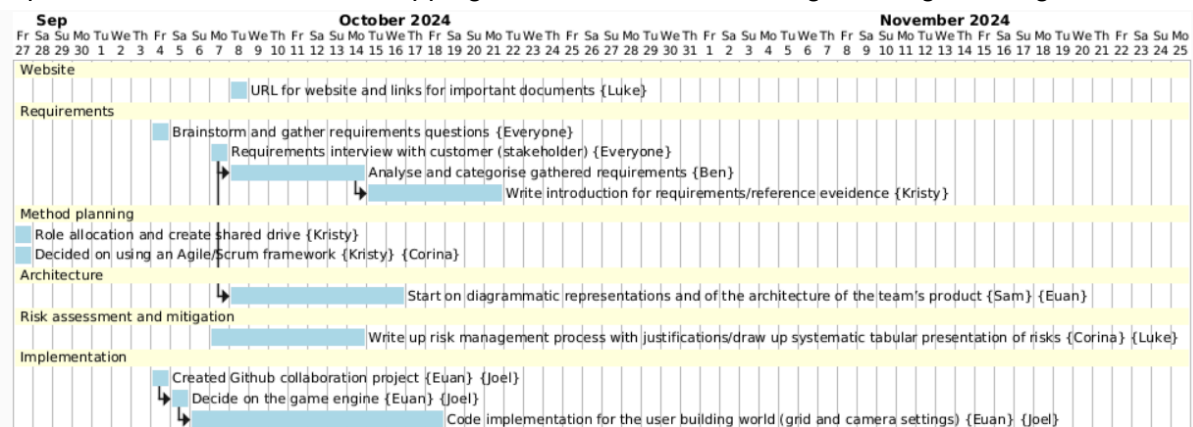
Week 4:
Architecture and risk management reports were being finalised. Added the UML implementation into the weekly schedules and updated this on the website regularly. Began the systematic plan according to the UML gantt charts and implemented the UI/general functions for the game.
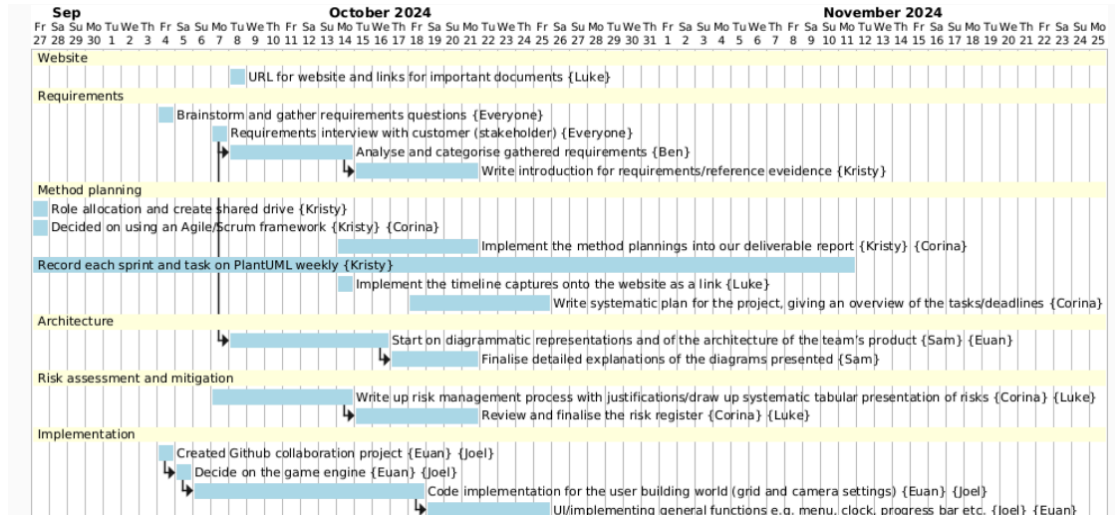
Week 5:
After laying the base for the systematic plan, we began finalising it and updated the comments for the weekly gantt chart captures. The last touch-ups and additional sprites for the game were designed then implemented.
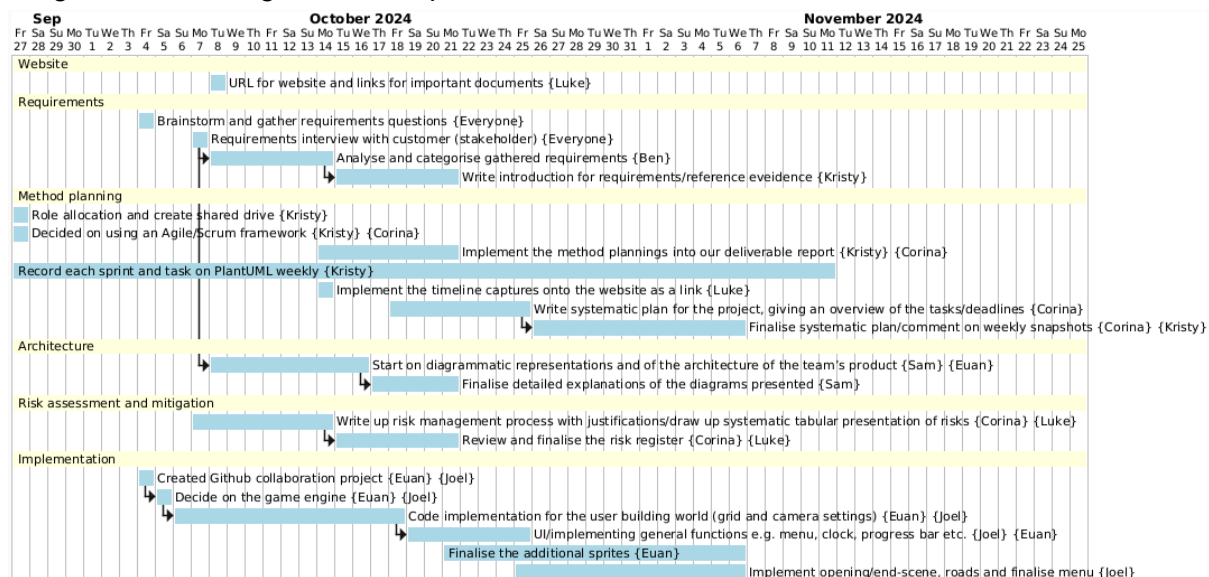
Week 6:
Same UML screenshot as week 5. No further amendments. On track to finish all scheduled sprints and submit all files on 09-11-2024.