

Task Name		Oct 16							Oct 23							Oct 30							
		S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
1	Project Assigned																						
2	Refresh your C++ knowledge																						
3	Learn your assigned piece																						
4	Learn class relationships																						
5	Start psuedocoding																						
6	Algorithms stauts report																						
7	Finish psuedocoding																						
8	Start coding your portion																						
9	Representation team status repor																						
10	Continue coding your portion																						
11	No Class (Thanksgiving)																						
12	Finish coding your portion																						
13	Game Engine status report (11/30)																						
14	Start unit testing																						
15	Finish unit testing																						
16	Finish writing unit test plan																						
17	Start writing integration test plan																						
18	All API Documentation and Diagrams Finished																						
19	Group Presentation (12/14)																						
20	Integrate cell and puzzle (Anthony and Dylon)																						
21	Integrate entry and cell (Anthony and Alexis)																						
22	Integrate history and entry (Alexis)																						
23	Integrate puzzle and algorithms (Algorithms Team and Dylon)																						
24	Integrate Game Engine pieces (Amanda and Sarah)																						
25	Integrate entire program by using Algorithms in Game Engine																						
26	Prepare all materials for submission																						
27	Clean up GitHub repository																						

