Pokémon League Manager
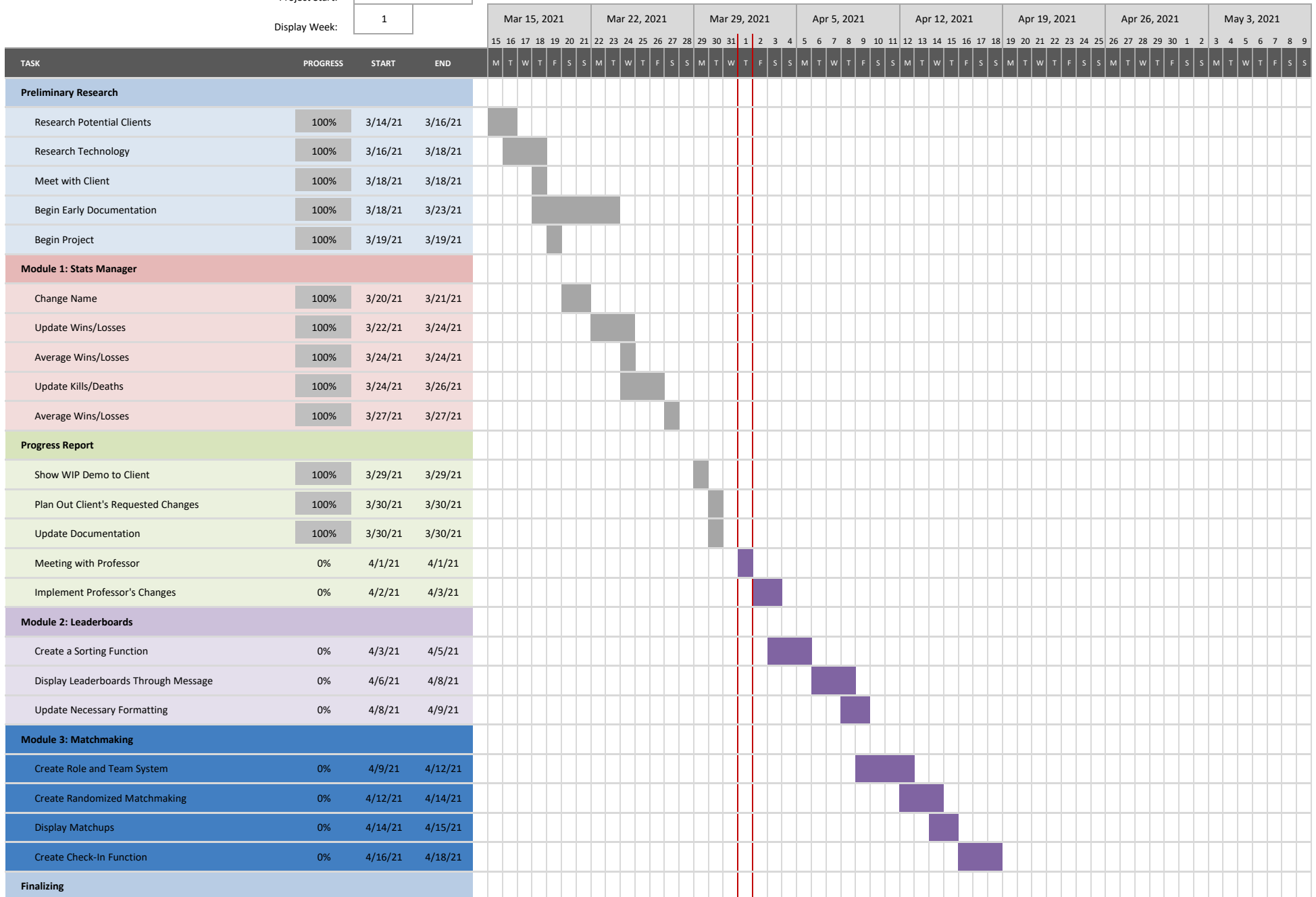
5Head
Drew Fleming

Project Start: Sun, 3/14/2021

Display Week: 1

TASK	PROGRESS	START	END
Preliminary Research			
Research Potential Clients	100%	3/14/21	3/16/21
Research Technology	100%	3/16/21	3/18/21
Meet with Client	100%	3/18/21	3/18/21
Begin Early Documentation	100%	3/18/21	3/23/21
Begin Project	100%	3/19/21	3/19/21
Module 1: Stats Manager			
Change Name	100%	3/20/21	3/21/21
Update Wins/Losses	100%	3/22/21	3/24/21
Average Wins/Losses	100%	3/24/21	3/24/21
Update Kills/Deaths	100%	3/24/21	3/26/21
Average Wins/Losses	100%	3/27/21	3/27/21
Progress Report			
Show WIP Demo to Client	100%	3/29/21	3/29/21
Plan Out Client's Requested Changes	100%	3/30/21	3/30/21
Update Documentation	100%	3/30/21	3/30/21
Meeting with Professor	0%	4/1/21	4/1/21
Implement Professor's Changes	0%	4/2/21	4/3/21
Module 2: Leaderboards			
Create a Sorting Function	0%	4/3/21	4/5/21
Display Leaderboards Through Message	0%	4/6/21	4/8/21
Update Necessary Formatting	0%	4/8/21	4/9/21
Module 3: Matchmaking			
Create Role and Team System	0%	4/9/21	4/12/21
Create Randomized Matchmaking	0%	4/12/21	4/14/21
Display Matchups	0%	4/14/21	4/15/21
Create Check-In Function	0%	4/16/21	4/18/21
Finalizing			

TASK	PROGRESS	START	END	Mar 15, 2021	Mar 22, 2021	Mar 29, 2021	Apr 5, 2021	Apr 12, 2021	Apr 19, 2021	Apr 26, 2021	May 3, 2021
Clean Up Any Extraneous Code	20%	4/19/21	4/20/21						▮		
Finalize Documentation	10%	4/20/21	4/22/21						▮		
Push Finished Code	0%	4/22/21	4/22/21						▮		
Present Product to the Client	0%	4/24/21	4/24/21						▮		
Present Product to the Professor and Class	0%	5/4/21	5/11/21								▮