

Names: Joshua Wiles, Logan Scheurer, Aiden Mack, Brody Richards	Sep 2024 - Dec 2024										
TASK: Minesweeper Roguelike	9/30 - 10/4	10/7 - 10/11	10/14 - 10/18	10/21 - 10/25	10/28 - 11/1	11/4 - 11/8	11/11 - 11/15	11/18 - 11/22	11/25 - 11/29	12/2 - 12/8	
Phase 1 (Set-up) (9/29) - (10/19)											
Initial Research	Aiden/Logan	Aiden/Logan	Aiden/Logan								
Intial Front End Moc Up	Brody	Brody	Brody								
Use-Case Diagram		Josh	Josh								
Established Trello Board	Josh										
Set up version control/repository/markdown	Brody										
Fuctional vs Non-functional requirements		All	All								
Brief overview of the project		All	All								
Establish Communication	All										
Setup meeting times	Josh										
Phase 2 (Base Minesweeper Board) (10/20) - (11/15)											
Design Base Grid			Brody	Brody	Brody						
Minesweeper logic				Aiden/Logan	Aiden/Logan						
Minesweeper mine generation					Logan	Logan					
Flag system						Logan	Logan				
Number generation					Aiden	Aiden					
Simultaneous testing			All	All	All	All	All				
UML Diagram					Josh						
Flag/mine/number sprites				Brody	Brody						
Phase 3 (Roguelike Aspect)											
Shop/win/lose screens								Josh			
Shop mechanics								Brody/Aiden/Logan			
Level system								Aiden	Aiden		
Create sprites								Josh/Brody	Josh/Brody		
Simultaneous testing								All	All		
Currency system								All			
Pause screen								Brody	Brody		
Phase 4 (Game balance and presentation)											
Building Presentation									Josh	Josh	
Final balancing										Aiden/Brody/Logan	