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Tayler How

Luke Miller

Timeline

Friday, April 17 – Have pieces display on GUI when game starts, Remove background image from game pieces, continue testing move, begin integrating move method with GUI

Friday, April 24 – Finish integrating move with GUI, Create Push and Pull methods

Friday, May 1 – Continue testing Push and Pull, Integrate Push and Pull with GUI

Friday, May 8 - Add end of move checks (Victory, piece removed from board, etc.), Begin adding accessory features (turn timers, timer bank, move list, save & load)

Friday, May 15 - Continue adding accessory features, refactor movement listener, move info from console to gui, check rules of game vs implementation of game

Friday, May 22 – Buffer time for train wrecks