Cataners

Steve Trotta, C.J. Miller, Trent Punt

Time-Table for Software Quality Assurance Project Milestones:

**Week Five** – Lobby System and Beginning of Start-Game / World Generation

**Week Six** – Game Board and Superficial Placement of Tiles

**Week Seven** – Management of Resources

**Week Eight** – Trading

**Week Nine** – Placement Rules / Buying Rules

**Week Ten** – Victory Conditions and Turns