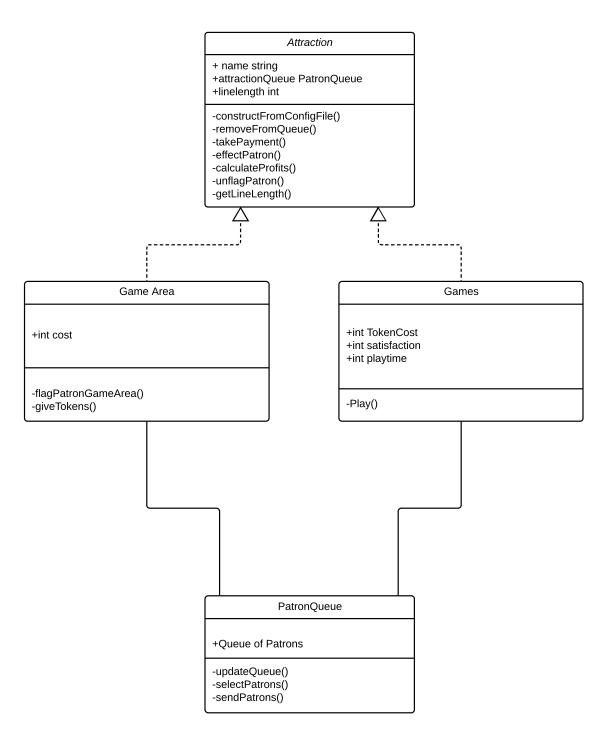
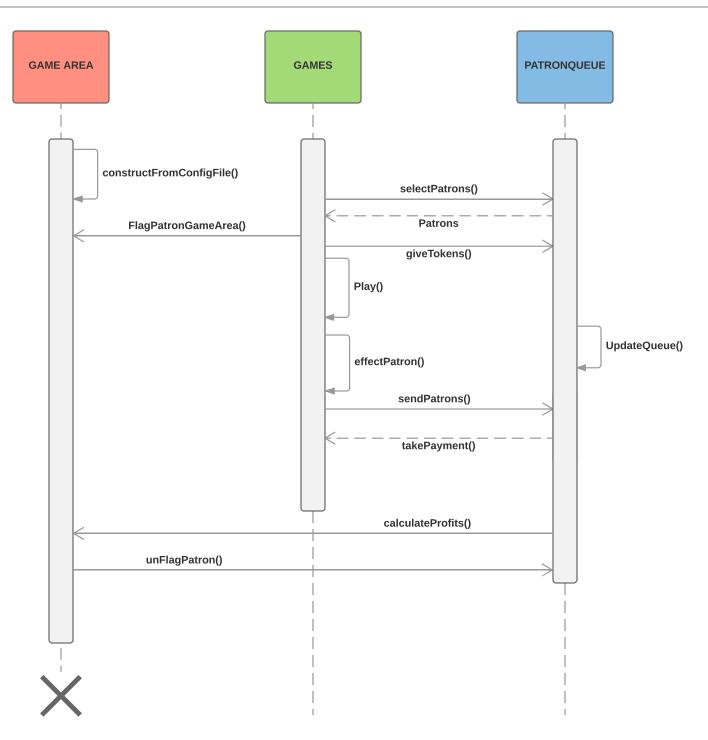
Attraction Superclass (with Games, Game Area, and PatronQueue)





								(GAN	INT	Ch	art								
ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																				
2																				
3																				
4																				
5																				
6																				
ID		Description														Duration				
1	Collection of Requirements														2					
2	Team Design(Interaction with other modules)														3					
3		Attraction Superclass Design														5				
4		Games Subclasses														5				
5		Implementation														5				
6		Testing and Debugging													4					