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| Task | Task Description | Estimated Time |
| Class UML | Update the Class UML as the week progresses | 3 hours |
| GroceryStore class | -Code the mouseListener to recognize each food icon  -Grocery Store BG with food icons (photoshop)  -make text file for Food objects  -Yes or no pop up window to purchase item  -Error trap pop up window for not enough money  -add food to fridge and minus points (alter data of user) | 6 hours  1 hour  2 hours  2 hours  1 hour  1 hour |
| High Scores | -tester text file (plan out how to organize scores)  -display screen of scores  -process scores method | 1 hour  1 hour  2 hours |
| Javadoc | GroceryStore class of what I coded so far | 2 hours |

Company Name: CookieByte

Project Name: CritterSitter

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