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| Task | Task Description | Estimated Time |
| Class UML | Update the Class UML as the week progresses | 3 hours |
| CritterHome | -make the timer work and display it on the clock and calendar  -create a schedule graphic to display  -make the schedule work (restrict access)  -message of the speech bubble | 12 hours |
| Pamphlet | create graphics for the pamphlet | 2 hours |
| 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 and Food class | 2 hours |

Company Name: CookieByte

Project Name: CritterSitter

Student Name: Jasmine Ou