|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Task Description | Estimated Time | Actual Time Spent | Completed |
| Class UML | Update the Class UML as the week progresses | 3 hours | 2 hours | Completed |
| 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 | 20 hours | Completed |
| High Scores | -tester text file (plan out how to organize scores)  -display screen of scores  -process scores method | 1 hour  1 hour  2 hours | 0 hours | Not Completed because I decided to work on the CritterHome (the actual game)instead. |
| Javadoc | GroceryStore class of what I coded so far | 2 hours | 1 hour | Partial completion because i don't want to update it until it is more polished. |

Company Name: CookieByte

Project Name: CritterSitter

Student Name: Jasmine Ou