

GUI TIMELINE

Task	Members	Working Days	Deadlines
Case descriptions	Brianna, Nathania, Sylest	February 24 th – March 5 th	March 5 th
Structure Diagram	Ava, Nathania	March 2 nd – March 4 th	March 5 th
Low-fi screens on milanote	Sylest	February 24 th - March 5 th	March 5 th
State Diagram	Tyler	February 28 th	March 5 th
Brainstorm	ALL	March 3 rd	March 5 th
GUI TEAM ITERATION 1 finished	ALL	Feb 24 th – March 5 th	March 5 th 3pm
Iteration 1 is due	ALL	N/A	March 7
Mockups in scene builder	ALL	March 7 th - March 9 th	March 9 th
Meet with designated game group	ALL	March 10-11	March 11
Have groups organized with other teams	N/A	N/A	March 11
Create rough draft of game pages, leaderboard and main menu (start small codes)	ALL	March 11- March 18 th	March 18 th
Agree on a coherent overall design	ALL	March 7 th – March 9 th	March 19 th
GUI TEAM ITERATION 2 finished	ALL	March 15 th -March 19 th	March 19 th
Iteration 2 is due	ALL	N/A	March 21 st

Connect Games	Tyler	March 25 th -March 27 th	March 27 th
Work on consistency through screens	ALL	March 27 th – April 3 rd	April 3 rd
Final Refinements	ALL	March 27 th – April 3 rd	April 3 rd
GUI TEAM ITERATION 3 code focused finished	ALL	March 21 st - April 4 th	April 4 th
Due date for the rest of the project for integration + demo	ALL	April 9 th – 10 th	April 10
Iteration 3 is due	ALL	N/A	April 11