#	Name	% Complete	Start	Finish	Predecessors	Resources
1	UML Diagram	100%	10/20/2013	10/25/2013		Geoffrey Long,As
2	Scheduling and Gantt Chart	100%	10/20/2013	10/25/2013		Aziz Hanna
3	Submit Deliverable 2	100%	10/24/2013	10/25/2013	1,2	
4	Generate Code from UML Diagram and push to Github	100%	10/26/2013	10/26/2013	1	Geoffrey Long
5	Phase 1. First Implementation of Gameplay	100%	10/28/2013	11/05/2013	4	
6	Simple Map	100%	10/28/2013	10/29/2013	5SS	Rishab Tandon
7	One Player movement	100%	10/29/2013	10/30/2013	6	Geoffrey Long
8	Light-tail turns to wall	100%	10/30/2013	10/31/2013	7	Rishab Tandon
9	Collision Detection	100%	10/31/2013	11/01/2013	8	Geoffrey Long
10	End Game	100%	11/01/2013	11/01/2013	9	Rishab Tandon
11	1st Meeting with TA	100%	11/01/2013	11/01/2013	10	
12	Testing for each subtask of Phase 1	100%	10/29/2013	11/05/2013	6	Ashley Simpson
13	Documentation for Phase 1	100%	10/28/2013	11/05/2013	5SS	Aziz Hanna
14	In Class Presentation of Demo (Postponed)	100%	11/11/2013	11/13/2013	5	
15	Submit Deliverable 3	100%	11/06/2013	11/06/2013	5	
16	Phase 2. Complete Front-end	100%	11/07/2013	11/10/2013	5	
17	Two player movement	100%	11/07/2013	11/08/2013	16SS	Rishab Tandon
18	Two player collision detection	100%	11/07/2013	11/08/2013	16SS	Rishab Tandon
19	Endgame panel	100%	11/09/2013	11/10/2013	17	Geoffrey Long
20	Startgame panel completely functional	100%	11/10/2013	11/10/2013		
21	Testing for each subtask of Phase 2	100%	11/07/2013	11/11/2013	12,16SS	Ashley Simpson
22	Documentation of Phase 2	100%	11/07/2013	11/11/2013	16SS	Aziz Hanna
23	2nd meeting with TA	100%	11/08/2013	11/08/2013		
24	Phase 3. Back-End	100%	11/10/2013	11/17/2013	16	
25	Login GUI	100%	11/11/2013	11/12/2013		
26	Create Account GUI	100%	11/12/2013	11/13/2013		
27	Database updates with new game stats and new account creation	100%	11/11/2013	11/14/2013		Rishab Tandon
28	Two players are able to create account and login/logout	100%	11/14/2013	11/18/2013	27	Geoffrey Long
29	Testing for each subtask of Phase 3	100%	11/12/2013	11/14/2013	21,24SS	Ashley Simpson
30	Integration Testing	100%	11/14/2013	11/15/2013	29	Aziz Hanna,Ashle
31	Documentation for Phase 3	100%	11/15/2013	11/20/2013	24SS	Aziz Hanna
32	3rd meeting with TA	100%	11/15/2013	11/15/2013		
33	Phase 4. Additional Functionality	100%	11/20/2013	11/24/2013	24	
34	Pregame Map Selection w/ 3 maps	100%	11/20/2013	11/24/2013	33SS	Geoffrey Long
35	Pregame player color selection	100%	11/19/2013	11/20/2013		Rishab Tandon
36	Graphical Improvements (if time allows)	100%	11/21/2013	11/24/2013		Aziz Hanna
37	Testing for Phase 4	100%	11/21/2013	11/24/2013	30,33SS	Aziz Hanna,Ashle
38	Integration Testing	100%	11/25/2013	11/29/2013		
39	Documentation for Phase 4	100%	11/25/2013	11/28/2013	33SS	Aziz Hanna
40	4th Meeting with TA	100%	11/22/2013	11/22/2013		
41	Game Complete	100%	11/24/2013	11/25/2013	33	Geoffrey Long
42	Final Phase. Prep for Final Presentation	100%	11/25/2013	11/29/2013		
43	In Class Final Demonstration	100%	11/25/2013	11/27/2013		
44	Readme.txt file created	100%	11/27/2013	11/28/2013		Aziz Hanna
45	All Documents Finalized	100%	11/28/2013	11/29/2013	41	Aziz Hanna
46	SUBMIT FINAL DELIVERABLE	100%	11/29/2013	11/29/2013		