October / November / December Project Schedule (Gantt Chart)

	October		November			December
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8

Days: F S Su M Tu W Th F S Su M Tu W Th F S Su M Tu W Th F S Su M Tu W Th F S Su M Tu W Th F S Su M Tu W Th F S Su M Tu W Th F

General

Dates: 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6 7 8

Tasks:
- Choose Project
- Understand basic Swift
- Design Project
- Divvy Up Tasks
- Group Program Meets
- Status Meets

Screens

Welcome Screen
- Start Game button
- Tutorial Button

Tutorial Screen
- Tutorial Information
- Forward and Back buttons

Coin Flip Screen
- Coin Flip Function

Player Class Screen
- Select class options

Game Playing screen
- Shuffle cards
- Player Mode
- Player class
- Card effects
- View Controllers in Game Playing Screen

Game Over Screen
- Restart

Assets
- Button Assets
- Logo Asset
- App Icon Asset
- Card art Assets
- Health Bar Asset
- Stamina Bar Asset
- Attack Bar Asset
- Coin Asset
- Player Class Picture Assets

Animations
- Deck/Class Idle Animations
- Shuffle Animation
- Attack Animations
- Zoom animation

Project 4 Plans
- Test Functions
- Surrender Screen(from menu button)

Legend:

Color	Group Responsible
(green)	Entire Team
(blue)	Giovanni Artavia & Brandon Lammey
(magenta)	Dylan Herrig & James Glass

Task		
Add new decks		
Online capability		
Timer for online		
Tutorial (Possible in-game tutorial)		
Orientation Options		
Sounds Assets		
Multiple Devices Support		
Pausing Functionality		
Deck Building		