**Team PLUVALI's (tentative) Timeline**

Project leaders: Greg Martini 9/9 – 9/29

Steve Kosovich 9/30 – 10/20

Tim Leikam 10/21 – 11/10

Alex Davis 11/11 – 12/9

**Requirements**: 9/24 - All members

Done: Presented by Greg.

**Specifications**: 9/26 - All members

Done: Presented by Steve.

**Prototyping**: 9/27 – 9/30 - All members

Setup/install MySQL database, Django, Notepad++.

Timeline: 10/2 - All members

To be presented by Tim.

**Coding**: 9/30 – 11/1 (coding and database framework should be finished by 11/1)

Web browser design - Steve and Tim

Main page; Login screen intro with links to level editor, Profiles, Game Screen, Help Page menu, User Preferences, and the Content Store.

Database design - Alex and Greg

Creating tables for User Profiles, Character Information for the game, plus Scenario Data.

Web page and database connectivity - All members

Using the databases' data to display questions to the user, accurately track and save a user's progress (preferences, points, and unlocked or "purchased" content from points earned), and verify if the user is an admin with access to the Level editor and Profiles or just a regular user who will play the game.

Prototype coding may continue after 11/1, but it should be mostly functional and complete by this point in time.

**Client Review**: 11/1 - All members

Presentation (if there is one) to be presented by: TBD

**Project Management Review**: 11/4 - All members

Presentation (if there is one) to be presented by: TBD

**Project Schedule Review**: 11/6 - All members

Presentation (if there is one) to be presented by: TBD

**Next Semester planning**: 11/4 – 11/6 - All members

Presentation (if there is one) to be presented by: TBD

**Prototype Demo**: 11/18 - All members

Presentation (if there is one) to be presented by: TBD

**Client Review**: 12/2 - All members

Presentation (if there is one) to be presented by: TBD

**Final Prototype Deployed**: 12/11 - All members

Presentation to be presented by all members