**Work Timeline**

1. Initial Design Documentation Completed (Feb. 10) - All Teams
2. Game Window Setup and Displayable (Feb. 10) - Mult.
3. Tile Map Drawable to Game Window (Feb. 15) - Mult., Engine, Logic 1
4. GUI Framework Implemented (Feb. 15) - Mult.
5. Mock-Network Test Suite Complete (Feb. 15) - Network 1/2
6. Interactive Character Developed (Feb. 22) - Logic 2, Engine
7. Deity UI Implemented (Feb. 28) - Logic 1
8. UI For Creating/Joining Server Implemented (March 7) - Logic 1
9. Functional Networking System Integrated (March 7) - Network 1/2, Engine
10. Chat System Implemented (March 14) - Mult., Logic 1
11. Game Round Logic Implemented (March 14) - Logic 2
12. UI for Main/Options Menu Implemented (March 21) - Logic 1, Engine, Mult.
13. Networking Optimizations Complete (March 21) - Network 1/2
14. Enemy AI Implemented (March 28) - Logic 2
15. Lobby UI and Aspect Selection Implemented (March 28) - Logic 1
16. Sound/Graphical Effects Completed (March 31) - Mult.
17. Testing Completed (April 4) - All Teams
18. Updated Documentation Completed (April 5) - All Teams
19. Project Demo (April 7) - All Teams