Summary

This project is based on a video game, where players can choose an NPC Ally to help them go through different missions, areas in the missions, and different battles. The players can earn different rewards, their points and records are tracked in a player record.

Timeline

The project TA has been provided with a list of tasks that the team has left to do before the project is completed. Each task has been given a reasonable deadline.

The timeline will need to contain enough detail for your TA to use later in the semester to help determine if the team has fallen off track.

Note: The timeline is not used to pass judgment on project progress as we understand everyone has different commitments and workloads. We just want everyone to be on the same page with regards to what needs to be done and when it needs to be done by.

Each task in the timeline has been clearly assigned to a specific team member or combination of team members.

The tasks in the timeline clearly demonstrate that the group understands that the project requires a GUI throughout.

Task	**Estimated Deadline**	**Team Member(s)**
simplifying database	March 13th	Taaseen, Jacquelin, Silvana
SQL Scripts for Create/Insert	March 17th	Taaseen
Java Back-end Code for DB Connection	March 17th	Jacquelin (Taaseen can help if he finishes early)
Testing on SQL Plus to check the DB Connection and queries work	March 20th	Taaseen, Jacquelin
Implement console-based interface to interact and log user actions performed	March 24th	Taaseen, Jacquelin, Silvana

Create GUI for users to interact with the database	March 29th	Silvana (can also help with earlier steps)
Debugging / Refactoring	April 2nd	Taaseen, Jacquelin, Silvana
Prep for M5 demo flow and order of queries to present	April 3rd	Taaseen, Jacquelin, Silvana
M5 Rehearsal	April 4th	Taaseen, Jacquelin, Silvana

Description of Things Left to do

Students do not need to prepare a backup plan for every conceivable scenario nor do they need to know how to accomplish each and every task on the list.

Your project TA is looking to see that the team knows what has to be done and how to start approaching each of these tasks. Sometimes, the most intimidating part of a project is not knowing where to start. Talking about this with your TA can help ease some initial concerns/help avoid potential pitfalls and your TAs may be able to direct you to resources that are more tailored for your needs.

- We recognize that our database design may need to be simplified, and we'll consult our TA about how to do this in the meeting
- Everyone needs to test their configurations using the sample project and make sure they can get the DB connection to work
    - We should all look at the provided sample project to better understand how the front end, back end, and database interact together.
- Need to figure out how to effectively use Git to collaborate
- Ensure that every functionality is thoroughly tested before implementing the next, and effectively debug when problems arise (using SQLPlus to see if changes actually took place following executing a query)
- Maintain good coding practices (e.g., make sure code is well-organized and readable, high cohesion, low coupling, etc.)