

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Week 5	UML	UML	UML		Milestone 1 due	Obtaining buildings and cards	Obtaining buildings and cards
	Stories	Stories	Frontend	Meeting		Enemies types	Characters and battles
	Stories	Stories	Frontend			Equiping and purchasing items	Equiping and purchasing items
Week 6			Health potions	Rare items			
	Characters / battles		Allies		Battle Structure		Battles and interaction with enemies
	items/gold		Selling items	Meeting			Items and buildings done
Week 7	Health Bar		Equipment slots		Gold/experience	Interface done	
		Winning/losing			Character goals	User Profile and Stats done	
	Game modes		Pause/resume	Meeting	Main menu		Meeting
Week 8	Milestone 2 due					Milestone 3 Begin	Rare Items
					Meeting		Elon Muske
							Shop (sell)
Week 9	Rare Items	Rare Items	Rare Items	Tech Tree	Tech Tree	Main Menu	Music
	Elon Muske	Enemies	Battle			Tech Tree	
	Shop (sell)	DogeCoin	Dogecoin	Save		Tech Tree	
Week 10	Milestone 3 due						
	Anderson						
	Sandra						
	Kiet						