

TASK	ASSIGNED TO	EST. EFFORT (HR)	DUE DATE	% COMPLETE	COMPLETION DATE	ACTIAL EFFORT (HR)
Brainstorming	All	1	3/3	100	3/3	1
Create Rules	All	2	3/5	100	3/4	2
Create Functional Requirements	All	4	3/31	100	3/30	4
GitHub Setup	Nicole	1	3/31	100	3/29	1
Create/Assign Tasks	Kevin/Eric	4	4/3	100	4/3	6
Identify potential classes (noun extraction)	Nicole	0.5	4/7	100	4/7	.5
Identify potential methods (verb extraction)	Nicole	0.5	4/7	100	4/7	.5
Preliminary Class Design (Classes)	Nicole	2	4/7	100	4/7	1
Preliminary Class Design (Methods)	Kevin	2	4/7	100	4/7	1
UI Mockup (Sketch frame layouts on paper)	All	2	4/7	100	4/6	1.5
UI Mockup (Sketch navigation between frames on paper)	All	0.5	4/7	100	4/6	.5
UI Mockup (Finalize gameplay frames)	Jackson	2	4/7	100	4/6	1
UI Mockup (Finalize Configure/Reset/Options frames)	Jackson	2	4/7	100	4/6	1
System Test Plan (Define focal test cases for program)	All	1	4/14	100	4/13	1
System Test Plan (Configuration)	Kevin	4	4/14	100	4/13	4
System Test Plan (One full game)	Jackson	4	4/14	100	4/13	2
System Test Plan (One full game cont'd)	Nicole	4	4/14	100	4/13	3
System Test Plan (Reset/Options)	Eric	4	4/14	100	4/13	1
System Test Plan (Collaborate and define missing test cases)	All	2	4/14	100	4/14	1

Merge Existing Code	All	5	4/27	100	4/10	5
Coding (Dice Class)	Kevin	4	4/27	100	4/19	4
Comment Dice Class	Kevin	2	4/27	100	4/19	2
Coding (Rainbow Driver Class)	Jackson	4	4/27	100	4/19	4

Comment Rainbow Driver Class	Jackson	2	4/27	100	4/19	2
Coding (Scorecard Class)	Nicole	4	4/27	100	4/19	4
Comment Scorecard Class	Nicole	2	4/27	100	4/20	2
Coding (Hand Class)	Eric	4	4/27	100	4/17	5
Comment Hand Class	Eric	2	4/27	100	4/17	1
Coding (Implement multi-player capabilities)	Eric	3	4/27	100	4/19	3
Comment multi-player capabilities	Eric	1	4/27	100	4/20	1
Coding (Configure/Reset/Options Swing Class)	Eric	4	4/27	100	4/19	4
Comment Configure/Reset/Options Swing Class	Eric	2	4/27	100	4/19	2
Coding (Gameplay Swing Classes)	Kevin	4	4/27	100	4/19	4
Comment Gameplay Swing Classes	Kevin	2	4/27	100	4/19	2
Coding (Navigation between Swing Classes)	Jackson	4	4/27	100	4/19	4
Comment Code For Navigation Between Swing Classes	Jackson	2	4/27	100	4/19	2
Debugging Session	All	4	4/27	100	4/26	4
Debugging Session	All	4	4/27	100	4/26	4
Testing Session	All	4	4/27	100	4/26	4
Testing Session	All	4	4/27	100	4/26	4

Create Presentation (Problem Statement/Features)	Kevin	2	4/28	100	4/25	2
Create Presentation (Demo/Design/Future Extensions)	Jackson	2	4/28	100	4/25	2
Rehearse Presentation	All	3	4/28	100	4/26	3
Prepare Answers For Possible Post Presentation Questions	All	1	4/28	100	4/26	1
Give Presentation	All	1	4/28	100	4/28	1
Final Report (UML/Sequence Diagrams)	Nicole	3	5/1	100	4/30	2.5
Final Report (Proofread UML/Sequence Diagrams)	All	1	5/1	100	4/30	1
Final Report (Write up)	Eric	3	5/1	100	4/30	4
Final Report (Proofread Write Up)	All	1	5/1	100	4/30	1
Final Peer Evaluation	All	1	5/1	100	5/1	1