

		Milestone 2 Project Timeline																																		
		Week 6							Week 7							Week 8																				
Priority	Features	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun														
High	Game Goals																																			
	Enemies (Zombie, Vampire)																																			
	Allies																																			
	Rare Items																																			
Medium	Player HP																																			
	Inventory Windows																																			
	Stake Item																																			
	Loop Counter																																			
	End Game Summary																																			
	View Effect Radii																																			
	Critical Hits																																			
	Castle Marketplace																																			
	Card Descriptions																																			
Low	Mode Selection																																			
	Health Potions																																			
	Manage Buildings																																			
	Playback Speed																																			
Submission (Everyone)																																				
Team Meeting (2pm-3pm)																																				
Team Members		Kevin							Jacob							Lachlan							Benji							Michael						
		Frontend							Backend																											