

Phase 1 Gantt Chart

[illegible]

Phase 2 Gantt Chart

[illegible]

Projected Implementation Phase Schedule

Task	11/4	11/6	11/11	11/13	11/18	11/20	11/25	11/27	12/02	12/04
Core types & card model: - <i>(E) Rank</i> - <i>(E) Suit</i> - <i>Card</i> - <i>Deck</i> - <i>Shoe</i>										
Players & Actions: - <i>Account</i> - <i>Hand</i> - <i>Player</i> - <i>Dealer</i>										
Game orchestration (server): - <i>Server</i> - <i>LoginManager</i> - <i>GameTable</i> - <i>Bet</i>										
Enums for states: - <i>(E) GameState</i> - <i>(E) AccState</i>										
Networking & Messaging: - <i>Client</i> - <i>Message</i> - <i>(E) MessageType</i>										
Interface Layer: - <i>GUI</i> - <i>Menu</i>										
Debugging										
Finalizing Slideshow										