Phase 1 Gantt Chart

Task	9/19	9/2 0	9/2 1	9/22	9/23	9/24	9/25	9/26	9/27	9/28	9/29	9/30	10/0 1	10/0 2
Project Kickoff & Scope Definition														
Functional Requiremen ts														
Non-functio nal Requiremen ts														
Identify Use Cases														
Write Use Case Specificatio ns														
Draft Use Case Diagrams														
Draft Class Diagrams														
Draft Sequence Diagrams														
Assemble & Final Review														

Phase 2 Gantt Chart

Task	10/6	10/8	10/10	10/12	10/14	10/16	10/17	10/20	10/22	10/24	10/26	10/28	10/30
Editing Use Cases & Class Diagrams													
Card, Client, GUI, Server Classes													
Player, Dealer, Deck Classes													
Menu, Client, Message Classes													
Login Manager, Game Table, Hand, Shoe Classes													
Account, Bet Classes													
Finalizing Slideshow and SRS for submission													

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: - (E) Rank - (E) Suit - Card - Deck - Shoe										
Players & Actions: - Account - Hand - Player - Dealer										
Game orchestration (server):										
- Server - LoginManager - GameTable - Bet										
Enums for states: - (E) GameState - (E) AccState										
Networking & Messaging: - Client - Message - (E) MessageType										
Interface Layer: - GUI - Menu										
Debugging										
Finalizing Slideshow										