

For the GUI team, we are required to make the GUI of the entire software. We will be using JavaFX to implement the code into a working GUI. Use case descriptions and diagrams have been made which describe each case in detail. There will be a lot of interaction with the other groups as we need to hook everything up and make sure everything is connected properly.

We might take around 2 to 3 days for each of the games to be made. The testing for it should start after a basic draft for all the games have been made and a final testing after the final polished GUI has been implemented. The GUI team might start working on it after the reading break, so maybe 18th November. After a week, a draft GUI will be made and tested to see if everything is working as it should and what all needs more work. After that the final GUI will be made. The final testing for it could possibly start around the end of November, like the 28th or 29th.

The integration team will take over after the final testing has been done. Possibly a few days before the submission of the final iteration, like 5 days or a week before.