Timeline and Context

Each team made their own timelines to follow, which can be seen in previous iterations. These timelines were optimistic, and we ran into a few problems along the way.

Looking back, we agree as a team that we needed to delegate better. Both our GUI and Game logic team had a very large workload, and for a group this size we should have added more people to those teams. However, near the end of the project, we did decide to dissolve our networking team to reduce workload on GUI and gamelogic.