**Sprint 3 Timeline**

* Wed 10/21 – Thurs 10/22:
  + Adding to game planning and mapping (Michael D & Rob)
* Friday 10/23 – Saturday 10/24:
  + Some coding completed and ready for testing (Michael E & Ever)
* Friday 10/23 – Saturday 10/24:
  + Testing and Bug-fixing (Christina & Chariane)
* Wed 10/28 – Thurs 10/29:
  + Most of coding completed / almost completed and ready for testing (Michael E & Ever)
* Thurs 10/29 – Sunday 11/1:
  + Testing (Christina & Chariane)
  + Bug-fixing (Michael E & Ever)