Tasks	Start Date	End Date	Person (Primary)	Person (Secondary)	Progress	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
1 OneScriptForMurders	3/14/2016	3/23/20	16 Andy Sudarmadi	Siddhant Devaru											
2 OneScriptForPolitical	3/14/2016	3/23/20	16 Kanishka Ragula	Siddhant Devaru											
3 OneScriptForBurglary	3/14/2016	3/23/20	16 Vikrant Ragula	Kanishkha Ragula											
4 Coding for SuperClass	3/14/2016	4/12/20	16 Kanishka Ragula	N/A											
5 Coding for MurderClass	3/14/2016	4/21/20	16 Siddhant Devaru	Andy Sudarmadi											
6 LoadGameScreen	3/14/2016	3/23/20	16 Naren Anandh	N/A											
7 Coding for BurglaryClass	3/14/2016	4/24/20	16 Vikrant Ragula	Kanishka Ragula											
8 Coding for PoliticalClass	3/14/2016	4/25/20	16 Kanishka Ragula	Siddhant Devaru											
9 Coding for EvidenceClass	3/14/2016	4/26/20	16 Vikrant Ragula	Kanishka Ragula											
10 Coding for DetectiveSuperClass	3/14/2016	4/13/20	16 Siddhant Devaru	N/A											
11 Coding for SuspectClass	3/14/2016	4/11/20	16 Andy Sudarmadi	N/A											
12 Gui for TitleScren	3/14/2016	3/23/20	16 Naren Anandh	N/A											
13 Gui for ScreenInbox	3/14/2016	3/23/20	16 Naren Anandh	N/A											
14 Gui for StartScreen	3/14/2016	3/23/20	16 Naren Anandh	N/A											
15 Instruction Screen	3/14/2016	4/13/20	16 Vikrant Ragula	N/A											
16 CodingResearchOnInteractiveGUI	3/15/2016	3/23/20	16 Siddhant Devaru												
17 CodingResearchOnInteractiveGUI	3/15/2016	4/13/20	16 Andy Sudarmadi												
18 CodingResearchOnReadingScript	3/15/2016	3/23/20	16 Kanishka Ragula												
19 CodingForEntryPoint	3/15/2016	4/19/20	16 Siddhant Devaru												
20 CodingForTitleScreen	3/20/2016	3/31/20	16 Siddhant Devaru												
21 Convert Scripts into txt files	3/31/2016	4/4/20	16 Kanishka Ragula												
22 Coding for the initial screen coming out of the start screen	n 3/20/2016	1/2/20	16 Siddhant Devaru												
23 Political + Murder Script	3/31/2016	i	Naren Anandh												
24 CodingResearchForImageIcon	3/20/2016	1/2/20	16 Siddhant Devaru												