# Timeframe

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|  | Aaron | Steven | Duane | Micheal | Jacky |
| Week 1 | * Creation of timeframe | * Brainstorming of prototype | * Writing up an overview of the project | * Researching tools and technology | * Writing up the project motivation |
| Week 2 | * Editing timeframe | * Creating prototype |  | * Basic design of Prototype | * Writing up project risks |
| Week 3 | * Writing up plans and progress of the Project | * Finalising prototype | * Compiling all information and putting it together | * Finalising basic design |  |
| Week 4 | * Researching constraints |  | * Writing up intricate details for the software | * Researching similar tools | * Researching functional requirements |
| Week 5 | * Writing up software Character |  |  |  |
| Week 6 |  |  |  | * Researching operating environment |
| Week 7 |  | * Research intended audiences needs |  |
| Week 8 |  |  |  | * Touching up existing designs |  |
| Week 9 |  |  |  |  |
| Week 10 |  |  | * Compiling all information and putting it together | * Drawing up final designs |  |
| Week 11 |  |  |  |  |
| Week 12 |  | * Implementation of final designs |  |  |  |
| Week 13 |  |  |  |  |
| Week 14 |  |  |  |  |
| Week 15 |  | * Project Touch ups |  |  |  |
| Week 16 |  |  |  |  |