

Design Phase

1 Work Day = 8 Hours

This section expects all developers to spend at least the assigned number of work days

**Activity & Sequence
Diagrams**

Work Days = 1

**UML Diagrams
Structural & Behavioral**

Work Days = 1

Parsers/Scanners SQL

Work Days = 1

Function Graphs

Work Days = 1

**Target Audience
User Personas
Wireframe**

Work Days = 1

User Input Handler

Work Days = 1

Concept Art

Work Days = 2

Transpiler SQL

Work Days = 1

**Error Detection
Handler**

Work Days = 1

**Visual Design
Workflow**

Work Days = 2

Parsers/Scanners C#

Work Days = 1

Logger

Work Days = 1

Documentation

Work Days = 2

Transpiler C#

Work Days = 1

Unit Tests

Work Days = 2