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| Month | Day | Development Plan | Task and Demonstration Plan |
| February | 10 | * Character creation systems development   + Character class   + Creator class   + Job classes | * Johnny - Creator class * Andrew - Character class * Kyle & Jordan - Job classes |
| 17 | * Character creation systems testing   + Unit testing   + Integration testing | * Kyle & Andrew - Unit testing * Johnny & Jordan - Integration testing |
| 24 | * Character creation system art   + Pixel art asset creation   + Graphics integration/testing   + Compatibility testing * Battle systems development (part 1)   + Enemy class   + Battle class   + Rewards class   + Dungeon class | * Jordan - Asset creation * Andrew & Kyle - Graphics integration/testing & compatibility testing * Johnny - Class creation (part 1) |
| March | 2 | * Battle systems development (part 2)   + Enemy class   + Battle class   + Rewards class   + Dungeon class * Battle systems testing   + Unit testing   + Integration testing | * Kyle - Unit testing * Jordan - Integration testing * Johnny & Andrew - Class creation (part 2) |
| 16 | * Battle system art   + Pixel art asset creation   + Graphics integration/testing   + Compatibility testing * Menu systems development (part 1)   + Menu class   + Adventure Menu class   + Character Selection class | * Johnny - Class creation (part 1) * Jordan - Asset creation * Andrew & Kyle - Graphics integration/testing & compatibility testing |
| 23 | * Menu systems development (part 2)   + Menu class   + Adventure Menu class   + Character Selection class * Menu systems testing   + Integration testing   + Unit testing | * Kyle - Unit testing * Jordan - Integration testing * Johnny & Andrew - Class creation (part 2) |
| 30 | * Menu systems art   + Pixel art asset creation   + Graphic integration/testing   + Compatibility testing * Network/database systems development (part 1)   + Login functions   + Multiplayer functionality   + Server communications | * Andrew - Network/Server systems development (part 1) * Jordan - Asset creation * Johnny & Kyle - Graphics integration/testing & compatibility testing |
| April | 6 | * Network/database systems development (part 2)   + Login functions   + Multiplayer functionality   + Server communications | * All - Network/Server systems development (part 2) |
| 13 | * Network/database systems testing   + Integration testing   + Unit testing   + Optimization * Initial Beta Testing   + Integration testing   + Unit testing   + Compatibility testing * Documentation | * Kyle & Johnny - Network/Server systems testing/optimization (part 2) * Jordan - Beta Testing * Andrew - Documentation |
| 20 | * Final Beta Testing   + Final bug testing   + Optimization   + Compatibility testing * Website Creation   + Documentation publishing (?) | * Johnny - Network/Server systems testing/optimization (part 2) * Jordan - Beta Testing * Kyle & Andrew - Website Creation and Documentation |
| 27 | * Website Finalization   + Documentation publishing (?) * Presentation Prep | * Kyle & Johnny - Website finalization * Andrew - Presentation Prep |
| May | 6 | * Presentation Day   + Throw up a bit | * All - Throw up a bit |