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| Month | Day | Development Plan | Task and Demonstration Plan |
| February | 4 | * Meet with Dr. Na for phase 4 start | * Robustness diagrams * Software development schedule |
| 11 | * Menu GUI   + Compatibility testing * Initial character systems (stretch) * Try to find advisor (Monday) | * Present GUI and show movement through the design. * Fix robustness diagrams * Fix schedule |
| 18 | * Menu Testing   + Unit testing   + Integration testing (If any) | * Current menu gui demo   + Unit tests   + Integration tests |
| 25 | * Finalize Menu GUI   + Compatibility testing * Character creation systems   + Specific GUI elements   + System algorithms and functions * Compatibility with Menu GUI (stretch) | * Finalized menu demo * Early character creation demonstration   + GUI/Systems demonstration |
| March | 3 | * Compatibility with Menu GUI * Character creation systems (cont)   + Unit test   + Integration test   + Algs and functions * Finalize character creation systems (stretch)   + Compatibility testing * Initial battle systems development (stretch) * Battle systems   + Enemy class   + Battle class   + Rewards class   + Dungeon class   + Other core functions and algs | * Character system demonstration   + GUI   + Unit/Integration tests |
| 17 | * Character creation finalization * Battle systems   + Enemy class   + Battle class   + Rewards class   + Dungeon class   + Other core functions and algs * Battle systems testing (stretch)   + Unit testing   + Integration testing | * Finalized character creation system   + Compatibility tests   + Demo * Early battle system demonstration   + Systems demonstration (GUI) |
| 24 | * Battle systems testing   + Unit testing   + Integration testing * Battles systems finalization (stretch)   + Compatibility testing | * Battle systems testing   + Unit/Integration tests   + Demo |
| 31 | * Battles systems finalization   + Compatibility testing   + Balance testing * Early network/database systems development (stretch)   + Login functions   + Multiplayer functionality   + Server communications | * Finalized battle systems demo   + Compatibility tests   + Demo |
| April | 7 | * Early network/database systems development   + Login functions   + Multiplayer functionality   + Server communications | * Login and multiplayer demonstration   + Demo   + Testing if available |
| 14 | * Network/database systems (cont)   + Login functions   + Multiplayer functionality   + Server communications * Initial Beta Testing   + Integration testing   + Unit testing   + Compatibility testing   + Bug tests * Documentation | * Login and multiplayer demonstration   + Demo   + Testing if available |
| 21 | * Network/database systems (cont)   + Login functions   + Multiplayer functionality   + Server communications * Network/database testing   + Unit testing   + Integration testing   + Compatibility testing * Beta Testing   + Final bug testing   + Optimization   + Compatibility testing * Website Creation   + Documentation publishing (?) | * Login and multiplayer final demo   + Demo   + Compatibility * Website if available |
| 28 | * Beta Testing   + Final bug testing   + Optimization   + Compatibility testing * Website Finalization   + Documentation publishing (?) * Presentation Prep | * Final product demo * Website presentation * Documentation |
| May | 6 | * Presentation Day   + Throw up a bit   + Throw up a lot (stretch) | * Throw up a bit |