**PROJECT TIMELINE**

**Last Update:** 11/21

**Team Cilantro:** Aaron, Vaibhavi, Kwadwo, Noah, Melissa

.

Monday Nov 15, 2021 -- Submitted Project Proposal.

Wednesday Nov 17, 2021 -- Decided on Project Roles.

**Note**: Our initial proposal was to make a face recognition software that would be able to detect when someone is wearing a mask. We wanted to do this in light of Covid-19 and felt it would be a helpful application. However, after doing appropriate research the first week (11/15 - 11/21) on facial recognition software, we came to the conclusion as a team that this wouldn’t be the best project to highlight our capabilities. Instead, we began to look into more challenging object-oriented programming applications that we personally as a group were interested in. A common theme was video games, among which Pacman peaked our interest. This seemed (and will prove later) to be an appropriate yet challenging and fun project to tackle together to improve our experience as programmers.

**Note 2.0:** This is a tentative schedule and is subject to change. This chart includes each day we have until the project is due; we definitely won’t meet every SINGLE day, but I’ve included an “Objectives” section where we can keep track of what we should be getting done to stay on track that day even if we can’t touch base via zoom or in person. Also, it is important to note I went back through this document at the end of the project and filled in some details of our progress where we may not have set clear objectives.

| Monday Nov 22, 2021  Meeting Time: | **Objectives:**   * Research * Decide on project   + We have selected **PACMAN** |
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| Tuesday Nov 23, 2021  Meeting Time: | **Objectives:**   * Research existing code * Brainstorm your vision and expectations for the project |
| Wednesday Nov 24, 2021  Meeting Time: | **Objectives:**  \*\*\*\*OFF\*\*\*\* |
| Thursday Nov 25, 2021 | THANKSGIVING DAY -- NO MEETING -- ENJOY YOUR HOLIDAY!!! |
| Friday Nov 26, 2021  Meeting Time: **5:00 pm** | **Objectives:**  \*\*\*\*OFF\*\*\*\* |
| Saturday Nov 27, 2021  Meeting Time: **7:00 pm** | **Objectives:**   * Go over initial thoughts * Continue to think about your ideas and how you would implement them into the existing source code |
| Sunday Nov 28, 2021  Meeting Time: | **Objectives:**   * Same as yesterday |
| Monday Nov 29, 2021  Meeting Time: **9:00 pm** | **Objectives:**   * Compile open source code (GitHub -- Patricia Terol)   + Read through and identify any problems * Document any questions you have about the code |
| Tuesday Nov 30, 2021  Meeting Time: | **Objectives:**   * Understand all aspects of code * Note: Densmore O.H. 12-1 * Keep group updated -- Make sure everyone can get something working * Reach out if you have any questions |
| Wednesday Dec 1, 2021  Meeting Time: **6:15 pm** | **Objectives:**   * Dispute any confusion * Break down into sections what we need   \*Ended up continuing to troubleshoot compiling issues some members were having instead of the above objectives. Overall though each member has a strong understanding of our path forward + future elements to be added such as power ups, multiplayer controls, and possible secret exits. |
| Thursday Dec 2, 2021  Meeting Time: **9:15** | **Objectives:**   * Work individually * Split up objectives |
| Friday Dec 3, 2021  Meeting Time: **5:00 pm** | **Objectives:**   * Discuss and outline work until due date |
| Saturday Dec 4, 2021  Meeting Time: Working **- UPDATES** | **Objectives:**   * **CODE** * Power ups * Multiplayer controls |
| Sunday Dec 5, 2021  Meeting Time: **11:00 am** | **Objectives:**   * **CODE**    + Finalize powerups and controls * Start making video |
| Monday Dec 6, 2021  Meeting Time: **5:45 pm** | **Objectives:**   * **Work on video** * Discuss and evaluate progress * Wrap up code   **Some key goals:**  1) make ghosts disappear when eaten  2) change title screen  3) change interface color (if we have time, optional)  4) fill out project contribution for Wednesday in-class  5) everyone has to push to the repo at least once |
| Tuesday Dec 7, 2021  Meeting Time: **3:30pm** | **Objectives:**   * **Wrap up code**   + Finished game code * **Finalize Video**   + Skit   + Voiceover   + Gameplay |
| Wednesday Dec 8, 2021  Meeting Time: TBD | **Objectives:**   * HAND IN!!!! |

**PROJECT DUE: WEDNESDAY DECEMBER 8TH, 2021**