Project Timeline – Densmore Dash

Adi – Interface Designer

Mike – GUI Designer

Josh – Processing Designer

Karle – Documentation Manager

Skyler – Project Coordinator

Thursday (11/30):

* **Meeting** 
  + Everyone downloads Android Studio
  + Decide on premise of app
    - “Densmore Dash”
    - running game where character must jump obstacles, the more obstacles jump, the higher your score
* **ADI**
  + Create GitHub repository
* **MIKE**
  + Figure out Android Studio basics
* **JOSH**
  + Figure out Android Studio basics
* **KARLE**
  + Document premise of the game
* **SKYLER**
  + Begin timeline and plan next meeting

Friday (12/1):

* **Meeting** 
  + Discuss plan and everyone’s steps needed to get started

Saturday (12/2):

* **GitHub Tutorial** 
  + 1 pm, Photonics
* **ADI**
  + Go to GitHub tutorial
* **MIKE**
  + Meet up with Josh to begin coding
  + Separate tasks between processing and GUI designer
* **JOSH**
  + Meet up with Mike to begin coding
  + Separate tasks between processing and GUI designer

Monday (12/4):

* **Meeting** 
  + Examine what code has been done and what code needs to be completed
  + Upload files to GitHub
* **MIKE**
  + Complete main menu layout and transitions
* **JOSH**
  + Have game character jump and move in app
* **KARLE**
  + Begin working on documentation
* **SKYLER**
  + Have timeline complete

Thursday (12/7):

* **MIKE**
  + Design transitions, polish menus, layout for settings menu
* **JOSH**
  + Code transitions and settings menu

Saturday (12/9):

* **JOSH**
  + Finishing touches of app (music, different levels, high scores)
* **KARLE**
  + Collect a Statement of Work from each member, finish up Project Documentation

Sunday (12/10):

* **Meeting** 
  + Finishing all project requirements including the app’s finishing touches, documentation, PowerPoint and video
* **ADI**
  + Film, edit and upload video
* **KARLE**
  + Complete Project Documentation and Statement of Work
* **SKYLER**
  + Complete Project Architecture PowerPoint