Here are the mandatory and tentative deadlines for us to complete our goals for our final project (mandatory in bold):

* 4/15: Have all members in group with at least one github commit. Upload sequence diagram and Javadoc.
* **4/16: Javadoc and Sequence diagram due to github (before class)**
* 4/20: Have completed rough first draft of the project. We would like to have all view classes created basically with at least one partially working map. Player may jump in this version and there will likely not be music or most extra credit features implemented. Trying to get as far as we can on this so don’t want to limit ourselves. But hopefully we will have at least a somewhat working and visually decent game.
* **4/21: Signup for second meeting with Andrew**
* **4/23: Checkpoint 1 submission on Github**
* **4/24: Meet with Andrew**
* **5/1: Signup for final demonstrations of project (email Rick)**
* **5/5: Signup for final project meeting with Andrew**
* **5/6: Final project with Javadoc and Design Doc due**
* **5/7-8: Final meeting with Andrew**

Work distribution model:

Alec: Group leader, document writer, overseer of all files, lead documenter, and model programmer.

Hari: Lead designer, GUI programmer.

Jamie: Lead UML creator, sequence diagram creator, model programmer.

Morgan: UML creator, GUI programmer.