Team 28 Checkpoint 1: Schedule

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01/13/14 – 01/19/14 (Week 1)	· Design the requirements for the situations of the game · Design the requirements for the rules of the game · Design the requirements for all of the characters	· Read and analyze the rules, characters and situations of the game · Write a summary of all the rules, situations, and characters · Design the requirements for the GUI	· Design the requirements for testing scenarios · Help out with design of the requirements for the GUI.
01/20/14 – 01/26/14 (Week 2)	· Start designing code for all of the rules based on the requirements · Start designing code for all of the characters based on the requirements	· Start designing code for the GUI based on requirements	· Start designing code for the situations based on requirements · Help with designing code for the GUI.
01/27/14 – 02/02/14 (Week 3)	· Finish designing code for all of the rules based on the requirements · Finish designing code for all of the characters based on the requirements · Put everybody's code together.	· Finish designing code for the GUI based on requirements · Put everybody's code together.	· Finish designing code for the situations based on requirements · Put everybody's code together. ·
02/03/14 – 02/09/14 (Week 4)	· Start testing the finished code · Finish testing the final code · Prepare for the demo	· Start testing the finished code · Finish testing the final code · Prepare for the demo	· Start testing the finished code · Finish testing the final code · Prepare for the demo