Task	Status	(4/9/2016) Day 1	(4/10/2016) Day 2	(4/11/2016) Day 3	(4/12/2016) Day 4	(4/13/2016) Day 5	(4/14/2016) Day 6
Make property class	COMPLETE	2 hr		1 hr		0.5 (testing)	
Make space class	COMPLETE	1 hr					
Make player class	COMPLETE	2 hr				0.5 (testing)	
Make account class	COMPLETE	1hr				0.5 (testing)	
Make board class	COMPLETE	1 hr		2 hr			
Set up player instance variables	COMPLETE	1 hr					
Create list of Bucknell related non-property taxes	COMPLETE			1 hr		0.5 (testing)	
Implement the different non-property classes	COMPLETE			2 hr			
Make game class	COMPLETE	1 hr		3 hrs			
Player class moving functionality	COMPLETE			0.5		0.5 (testing)	
Player class purchasing functionality	COMPLETE			1 hr		0.5 (testing)	
Player class non-property functionality	COMPLETE			1 hr			
Community Chest, Chance, Card classes and functionality	COMPLETE		1 hr	.5 hr		0.5 (testing)	
Make the Dice class	COMPLETE	1 hr					
	Total (hours)	9	1	12	0	3.5	0

Task	Status	(4/16/2016) Day 1	(4/17/2016) Day 2	(4/18/2016) Day 3	(4/19/2016) Day 4	(4/20/2016) Day 5	(4/21/2016) Day 6	(4/22/2016) Day 7	(4/23/2016) Day 8	(4/24/2016) Day 9	(4/27/2016) Day 10	(4/28/2016) Day 11
Make board GUI	IN PROGRESS	2			2		2					
Make Player Stats GUI	IN PROGRESS				3							
Bucknell related non-property taxes hook up to GUI	TO DO											
Hook up game functionality to GUI	IN PROGRESS		2		2	2		2				
Player class moving functionality-- GUI show on board	TO DO						3			4		
Player class purchasing functionality popup windows	TO DO											
Player class non-property functionality popup windows	TO DO											
Community Chest, Chance, Card popup windows	TO DO					2						
Make Welcome Animation	IN PROGRESS					3	2					
Make the Dice Animation	TO DO						3	3	2			
	Total (hours)	2	0	0	10	4						