| Date | Task |
| --- | --- |
| December 18-20 | Brainstorming - Both |
| December 20-21 | Listing features and user controls - Both |
| Winter Break | UML Diagram/Visuals - Bala  Proposal - Darian |
| January 8 | Skeleton code - Both |
| January 9 | Basic Racetrack GUI - Bala  Basic controls - Darian |
| January 10 | Minimap - Bala  Car images and XML data - Darian |
| January 11 | Tweaking code/UML for Alpha - Both |
| January 12 | Adding AI movement - Both |
| January 13-14 | Adjusting car movement based on ability - Darian  Dynamic view - Bala |
| January 15 | Designing tracks and checkpoints - Both |
| January 16 | Adding track data - Darian  Working on rendering engine: Bala |
| January 17 | Finishing track data: Darian  Working on Rendering, physics, game end conditions, and “ghost player” : Bala |
|  | Darian: finished UML |