**Team: Encore Lite**

**Members:**

Ryan Darrow

Chris Krenz

Jayden Raphino

Matthew Rhee

Yanbo (Mark) Zhu

**Project Timeline (Tentative):**

11/30:

* Objective: Begin work (if possible); if not possible to start due to other assignments, hopefully read up and begin brainstorming on your specific task.

By evening 12/1 or early 12/2:

* Objective: Establish communication with Efe and Matthew’s friend. Having a general idea of how everything should be framed.
* Milestones: Brainstormed ideas for code and UI layout, created files (even if only frames with no code) for all aspects.

12/4, 6:30 pm:

* Objective: First Zoom meeting, going over work done so far.
* Milestones: Progress on files for slot machine mechanism and player created and segmentally tested in terminal to make sure of partial functionality (random number generation working, account balance, etc). Rough outlines for UI design.

12/7:

* Objective: Finishing up first drafts for all programs
* Milestones: Working first drafts for all programs submitted to GitHub

12/8, 7:00 pm:

* Objective: Second Zoom meeting; discuss integration of aspects
* Milestone: Begin integration of all aspects by end of meeting, creating a prototype of overall project. Begin initial playtests

12/10:

* Objective: Fix any glaring issues with the integrated app
* Milestones: update the integrated app, creating an improved version.

12/11, 6:30 pm:

* Objective: Final Zoom meeting, going over any potential problems with the combined project as a group.
* Milestone: film video demonstration for our project (can be moved to 12/12 if necessary)

12/12:

* Objective: Cleanup of any outstanding issues with the project
* Milestone: submit project, finalize and submit video presentation