Timeline

Week 1 - November 5-9:

Begin working on the game manual

Integrate networking

Week 2 - November 10-16:

Begin writing system tests

Finish a draft of the manual

Finalize networking integration

Week 3 - November 17-23:

Begin improving UI aesthetics

Finalize manual

Write more system tests

Week 4 - November 24-30:

Finish making graphical changes to the UI

Finish system testing

Completely finish the game

Prepare for/Present our product demo

Stretch Goals:

Sound Effects

AI Players