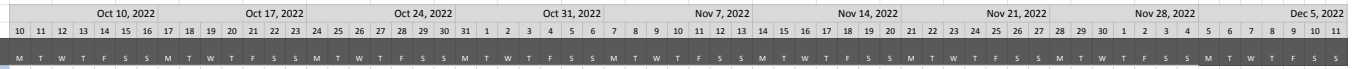
Skull King Scorekeeper

Project Manger: B Jensen

Project Start: Mon, 10/10/2022

Display Week: 1

TASK	ASSIGNED TO	PROGRESS	START	END
Prototype Demo				
Build Figma	Frontend	0%	10-Oct	13-Oct
Initial Database Planning	Backend	0%	10-Oct	12-Oct
Create High Fidelity Figma	Frontend	0%	13-Oct	24-Oct
Plan and build out initial API endpoints	Backend	0%	13-Oct	24-Oct
Build Landing Page	Middleware	0%	15-Oct	25-Oct
Initial Flutter	Middleware	0%	13-Oct	15-Oct
WIP Demo				
Finish Initial Backend	Backend	0%	26-Oct	14-Nov
Build rest of Flutter Pages	Middleware	0%	28-Oct	14-Nov
Automated Tests	Middleware	0%	24-Oct	30-Oct
Score Keeper for up to 6 players	Middleware	0%	28-Oct	14-Nov
Handle Bonus	Middleware	0%	28-Oct	14-Nov
Choose Names and Start player	Middleware	0%	28-Oct	14-Nov
Final Demo				
Animation between rounds feature	Middleware	0%	14-Nov	5-Dec
Pause game and store locally	Middleware	0%	14-Nov	5-Dec
Cheat Sheet	Middleware	0%	14-Nov	5-Dec
Edit incorrect values on scorekeeper	Middleware	0%	14-Nov	5-Dec