

| | Event Name | Description | Programmer Responsible | Due Date | Date Completed |
|----|-----------------------|--|------------------------|----------|----------------|
| M1 | Networked Multiplayer | Allow for two clients to connect to each other for networked multiplayer | Benson | 3/03/12 | |
| D1 | Multiplayer Game | A bare-bones multiplayer game with basic units and functionality | All | 4/03/12 | |
| M2 | Item Shop | Allow players to buy units (offensive and defensive) | All | 10/03/12 | |
| M3 | Unit Upgrades | Create upgrade menu, allows for individual units to be upgraded | Brian | 16/03/12 | |
| M4 | Unit Diversity | Adding new units (this comes with item shop and unit upgrades) | All | 20/03/12 | |
| M5 | Map Generation | Make map randomly generate with obstacles and other details | All | 23/03/12 | |
| M6 | Saving/Loading | Game state and be saved and loaded locally (only for single player game) | All | 30/03/12 | |
| D2 | Implementation Doc | Finish the implementation document by the end of March | Benson | 31/03/12 | |
| M7 | AI Player | Allow for a single player to play against a computer-controlled player | Benson, Brian | 7/04/12 | |
| D3 | Completed Game | The game is completed but lacks overall polish, missing animations, graphics | All | 10/04/12 | |

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|----|--------------------------|---|-----|----------|--|
| M8 | Improved Graphics | Graphical Upgrades, smoother animation, finishing touches | All | 14/04/12 | |
| D4 | Completed, polished game | Game in its final state is done | All | 16/04/12 | |

| Module | Programmer Name | Due Date | Actual Date Completed |
|------------------|-----------------|----------|-----------------------|
| action.py | Brian, Matt | 3/03/12 | |
| bg_waves.py | Brian | 16/04/12 | |
| board.py | Matt | 20/03/12 | |
| constants.py | Matt | 10/4/12 | |
| defense.py | Matt | 20/03/12 | |
| client.py | Brian | 3/03/12 | |
| message_panel.py | Brian | 3/03/12 | |
| mousehitbox.py | Brian | 3/03/12 | |
| offense_panel.py | Matt | 4/03/12 | |
| unit.py | Matt, Brian | 20/03/12 | |
| server.py | Benson | 3/03/12 | |
| upgrade.py | Brian | 16/03/12 | |
| creditsscreen.py | Brian | 16/04/12 | |
| gamescreen.py | Matt, Brian | 16/04/12 | |
| introscreen.py | Brian | 16/04/12 | |
| joinscreen.py | Brian | 16/04/12 | |
| lobbyscreen.py | Brian | 3/03/12 | |
| mainscreen.py | Brian | 16/04/12 | |
| screen.py | Brian | 3/03/12 | |
| shopscreen.py | Matt, Brian | 10/03/12 | |
| upgradescreen.py | Matt, Brian | 16/03/12 | |

