

Illuminice Project Plan

1. UML - Wednesday, March 8
 - Before we can create our flowcharts and UML diagrams, we have to ensure that all methods are thought of. This will take at least **two weeks** to implement.
 - **Deliverables:** UML Diagrams.
2. Use Cases - Wednesday, March 22
 - Reasonings and scenarios for each methods must be clearly stated. This process may take a while to fully understand why we create the methods stated in our flowcharts and UMLs. **Two weeks** after the creation of our flowcharts and UMLs is expected to complete this section.
 - **Deliverables:** Case Diagrams
3. Test Plan - Wednesday, March 29
 - Coming up with a test plan for our game, with accurate implementations, should take at most **one week**. Test Models will be designed for certain aspects of the game.
 - **Deliverables:** Test Plan
4. User Manual - Wednesday, March 29
 - User manual is stating the rules of the game, which has been given to us already. It also details how to interact with the system. In addition, the UI layout must be designed and presented at this date. **Less than one week** is needed.
 - **Deliverables:** User Manual
5. Basic Playability with UI (Demo) - Wednesday, April 12
 - The most basic playability will be implemented by this date. Methods implemented at this stage will be the core of the game. **At least two weeks** is needed.
 - **Deliverables:** UI Layout and Demo
6. Rule Enforcement - Wednesday, May 3
 - Rule enforcement is adding additional game rules, that when taken out, does not affect the overall playability of the game. Adding all of these rule will take a while. Therefore, **Minimum two weeks** are needed.
 - **Deliverables:** Demo
7. Database with Documentation - Wednesday, May 10
 - Database design should be quickly implemented since this is not a big part of the system.. **At least a week** will be needed.
 - **Deliverables:** Database Documentation