# Work Breakdown Structure

1. Rubarb
   1. **Plan**
      1. Time Management
      2. Scope Management
      3. Quality Management
   2. **Design**
      1. Design the DB
      2. Decide on all functionality
      3. Design the Game play
      4. Design the Interface
      5. Design the Story
   3. **Implementation**
      1. DB
      2. Interface Design
         1. Battle Interface
            1. Forest
            2. Ice
            3. Water
            4. Fire
            5. Lava
            6. Gas
            7. Rock
         2. Lobby
         3. World Map
         4. Stores
      3. Creatures Design
      4. Backend (CRUD methods)
         1. Resolve Cheating
         2. Items
         3. Players
         4. Battles
         5. Aliens
         6. Friends
      5. Interfaces
         1. APIs
         2. Crafty
   4. **Test**
      1. Unit Tests
      2. Acceptance Test
   5. **Evaluation**
      1. Gameplay Test

# Schedule

June 27th – August 1st, 35 days.

Week 1 (27 Jun – 3 Jul):

* Client APIs
* All data added

Week 2 (4 Jul – 10 Jul):

* Server CRUD
* Design
* Interfaces in Crafty

Week 3 (11 Jul – 17 Jul):

* Interfaces

Week 4 (18 Jul – 24 Jul):

* Integrate with Facebook

Week 5 (25 Jul – 31 Jul):

* Play test
* Bug fixes
* Tests