**Project Timeline**



Proposal: Idea generation. The group agreed on an Oregon Trail style game centered on entrepreneurship.

project feedback: Received feedback from Stephen/Densmore on what to do (must not be like PA3 and must use a lot of code).

Alteration of concept: Changed ideas to use enumerations, state machines, etc. also developed gen engineering, quantum computing, nuclear fusion ideas here

Create main menu frame: created the main menu (buttons) and all of the components (learn more, revolutionize the world, etc.) done by George.

Create the waiting page: done by Devin. This is one of the options in the game and it decreases the capital we have over time but increases market share.

Creating game info/further menu options: done by Eric and Sam. Increased functionality (sound on/off, learn about the game, etc.)

Debugging and integration: connecting all of the submodules. did so in Devin’s machine (but done as a team)

Minigame creation: It was done by Allen. It collects cash and records the amount of time it takes. This is used to determine how much capital to give the user at the end (three different options depending on time it takes)

The original project was going to be a lot more complex but due to the learning curve it was decided to limit user options. The game is a less detailed version of this chart:

