Phase	Task Description	Completion Deadline
Initial Planning	Plan a rough draft of the classes, fields and methods needed for the implementation of authentication system.	March 5, 2025
	Decide the naming conventions of the methods, the parameters and return type of the methods (helpful in class structure diagram).	
	Plan how the different classes will interact with each other, and how tracking the stats part will interact with matchmaking team's methods.	
Desiging Pseudocode / Planning Implementation Logic	Design pseudocode/ rough draft of the logic for each method in each class.	March 12, 2025
	Each member will design pseudocode for their assigned methods.	
Pseudocode / Logic Review	Pseudocode review session to maintain code quality.	March 14, 2025
	Integrate the methods with one other to maintain consistency.	
Database Class Implementation	Implement the database class with the field Hashmap<String, Player> as the field.	March 18, 2025
	Implement the constructor and methods as outlined in the implementation planning document (subject to changes), other than saveDatabase(), loadDatabase().	
Database Text File Implementation	Design a database.txt storing the username and player data.	March 18, 2025
	Implement methods in database class to save and load to/from database.txt	
Player Class Implementation	Implement the fields, constructors and methods outlined in our planning document.	March 18, 2025
	Implement the required methods outlined in the leaderboard-matchmaking planning doc.	
	Have a meeting with leaderboard-matchmaking team to ensure all the required methods are implemented.	
Login Class Implementation	Implement the fields, constructors and methods outlined in our planning document. Different methods for logging in and creating a new account (registration). Implement the logic of entering the verification code.	March 20, 2025
Homepage Class Implementation	Implement the fields, constructors and methods outlined in our planning document.	March 20, 2025
Code Review for Login, HomePage and Database	Review all three classes to ensure they are well-integrated into each other.	March 21, 2025
Unit Testing for Database, Login and HomePage.	Test the classes written so far, to fix any bugs in the authentication system before moving to the profile management.	March 23, 2025
PlayerStats Implementation	Implement the PlayerStats class with the required fields and methods.	March 23, 2025
	The class will let the player view their own records, and other player records too.	
	Decide on what type of implementation to opt for (i.e. interface, abstract, separate classes?)	
Unit Testing for PlayerStats	Write unit tests for the PlayerStats class to ensure everything works as intended.	March 25, 2025
	Write separate unit tests to view your own records, and to view other player's records.	
Settings Implementation	Implement the settings class being used by the homepage class.	March 23, 2025
	Implement the fields, constructors and methods outlined in our planning document.	
Unit Testing for Settings	Write unit tests for all methods of settings to ensure everything works as intended.	March 25, 2025
	Make sure to check database is updated accordingly.	
Code Review for Finished Homepage class	Review the homepage class and the classes associated with homepage, like Settings and PlayerStats to ensure they are well-integrated with each other.	March 28, 2025
	Communicate with the team implementing the logic for entering the queue/game to ensure Homepage Class is compatible with those methods.	
Unit Tests	Finish the rest of the unit tests.	April 2, 2025
Code Review With the Rest of the Team	Review the entire code system with the rest of the team after integration team has integrated all parts of the systems with one another.	(Depends on other teams)