

## Tentative GUI Completion Timeline

	Goals	Deliverables
<b>Week 1: March 3 - 7</b>	Define the overall GUI structure	<ul style="list-style-type: none"> <li>• Use case descriptions</li> <li>• Use case diagrams</li> <li>• low-fidelity/mid-fidelity prototypes for all key screens (Sign-In, Game Library, Player profile, In-game chat interface, etc.)</li> <li>• Class diagrams for the main GUI components</li> <li>• Planning docs</li> </ul>
<b><i>March 7 - Project Iteration 1 Deadline</i></b>		
<b>Week 2: March 10 - 14</b>	Design GUI	<ul style="list-style-type: none"> <li>• High-fidelity prototype for all screens</li> </ul>
<b>Week 3: March 17 - 21</b>	Implement Core GUI components with stubs	<ul style="list-style-type: none"> <li>• P2 deliverables</li> <li>• Static version of all key screens implemented in code (with stubs)</li> </ul>
<b><i>March 21 - Project Iteration 2 Deadline</i></b>		
<b>Week 4: March 24 - 28</b>	Integrate Backend Functionality	<ul style="list-style-type: none"> <li>• Functional GUI components linked with the backend components (those already available)</li> </ul>
<b>Week 5: March 31 - April 4</b>	Integrate Backend Functionality	<ul style="list-style-type: none"> <li>• Fully functional GUI with all backend components integrated</li> </ul>
<b>Week 6: April 7 - 11</b>	Final Testing and Demo Video	<ul style="list-style-type: none"> <li>• Demo video showing the entire system in action</li> <li>• P3 deliverables</li> </ul>
<b><i>April 11 - Project Iteration 3 Deadline</i></b>		