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| ***Stage*** | ***Activity*** | ***Product*** | ***Est. time*** | ***Actual time*** |
| *Problem Definition* | Write a program to play a number guessing game. The program shall generate a random number  between 0 and 99. The USER inputs his/her guess, and the program shall response with "Try  higher", "Try lower" or "You got it in n trials" if the guess is correct. | N/A | 0 | 0 |
| *Requirement development* | Determine the required components to achieve the goal | Requirement:   1. A html page 2. A Guesser class 3. A automated tester (Jasmine) | 20 min |  |
| *Construction Planning* | Planning the time schedule |  |  |  |
| *Architecture* |  |  |  |  |
| *Detail design* |  |  |  |  |
| *Coding and Testing1:* |  |  |  |  |
| *Coding and Testing2:* |  |  |  |  |
|  |  |  |  |
| *System Test* |  | N/A |  |  |