**Project Time Line**

**See group calendar for meeting times.**

October 14th: Completed Requirements.

October 15th-October 23rd: Fall break.

Hours: Hours over fall break are optional.

October 31st: “Choose a Pokémon” screen working.

Hours: 12 hours.

October 31st: PokémonPurple Halloween Unveiling Party

November 7th: “Pokémon battle” screen working.

Hours: 14 hours.

November 14th: Minimum Requirements.

Hours: 11 hours.

**Need Min Req done before Thanksgiving.**

November 21st: Add multi Pokémon battles, additional Pokémon, duel Pokémon battles (stretch goal), addition move, multiple player battles through networking (stretch), persistent play profile (PPP) (experience).

Hours: 7 hours.

**Thanksgiving meeting postponed.**

November 28th: Game ready to play.

Hours: 3 hours.

December 8th: Game demo.

Hours: 5 hours.