

	TO DO	INPROGRESS	READY FOR TESTING	COMPLETE
04/03/2017	Place a time axis that updates as time progresses.	Save game button		
	Exit game button	Resume game button		
	Pause menu button	Load game button		
	Pause menu UI			
	Navigate through menus			
	Assign images to tiles			
	Dynamically assign image names			
	Find/ modify images			
	Implement record page			
	Save records after each run			
	Implement hint button			
	Implement shuffle button			
	Find routes.			
	Save the tiles on the route			
	Paint tiles on the screen			
	Implement start button			
	Adjust buttons			
	Seperate Model and TilePane			
	Implement Game class			
	Implement functions to find valid routes			
	Implement functions to bond controller class			
	Implement thread process\			
	Find music			
	Implement serilizable			
	Implement load menu			
	Implement win the game			
	Implement lose the game			
04/04/2017	Place a time axis that updates as time progresses.		Pause menu UI	Save game button
	Exit game button		Pause menu button	Resume game button
	Navigate through menus			Load game button
	Assign images to tiles			
	Dynamically assign image names			
	Find/ modify images			
	Implement record page			

Save records after each
run
Implement hint button
Implement shuffle button

Save the tiles on the route
Paint tiles on the screen
Implement start button
Adjust buttons
Seperate Model and
TilePane
Implement Game class
Implement functions to
find valid routes
Implement functions to
bond controller class
Implement thread
process\
Find music
Implement serilizable
Implement load menu
Find bugs
Implement win the game
Implement lose the game

04/05/2017

Place a time axis that
updates as time
progresses.

Navigate through menus

Assign images to tiles
Dynamically assign image
names

Find/ modify images
Implement record page
Save records after each
run
Implement hint button
Implement shuffle button

Save the tiles on the route
Paint tiles on the screen
Implement start button
Adjust buttons
Refactor Model
Seperate Model and
TilePane
Implement Game class
Implement functions to
find valid routes

Exit game
button

Save game
button
Resume game
button
Load game
button
Pause menu
UI
Pause menu
button

04/06/2017	Implement functions to bond controller class Implement thread process\ Find music Implement serilizable Implement load menu Find bugs Implement win the game Implement lose the game		
	Place a time axis that updates as time progresses.	Navigate through menus	Exit game button Save game button Resume game button Load game button Pause menu UI Pause menu button
04/07/2017	Assign images to tiles Dynamically assign image names Find/ modify images Implement record page Save records after each run Implement hint button Implement shuffle button Find routes. Save the tiles on the route Paint tiles on the screen Adjust buttons Refactor Model Seperate Model and TilePane Implement Game class Implement functions to find valid routes Implement functions to bond controller class Implement thread process\ Find music Implement serilizable Implement load menu Implement win the game Implement lose the game	Implement start button	
	Place a time axis that updates as time progresses.	Implement start button Navigate through menus	Exit game button Save game button
	Assign images to tiles		

Dynamically assign image names

Find/ modify images

Implement record page

Save records after each run

Implement hint button

Implement shuffle button

Find routes.

Save the tiles on the route

Paint tiles on the screen

Adjust buttons

Refactor Model

Seperate Model and

TilePane

Implement Game class

Implement functions to

find valid routes

Implement functions to

bond controller class

Implement thread

process\

Find music

Implement serilizable

Implement load menu

Implement win the game

Implement lose the game

Place a time axis that

updates as time

04/08/2017 progresses.

Assign images to tiles

Dynamically assign image names

Find/ modify images

Implement record page

Save records after each run

Implement hint button

Implement shuffle button

Find routes.

Save the tiles on the route

Resume game button

Load game button

Pause menu

UI

Pause menu button

Exit game button

Save game button

Resume game button

Load game button

Pause menu

UI

Pause menu button

Implement start button

Navigate through

menus

Paint tiles on the screen
Adjust buttons
Refactor Model
Seperate Model and
TilePane
Implement Game class
Implement functions to
find valid routes
Implement functions to
bond controller class
Implement thread
process\
Find music
Implement serilizable
Implement load menu
Implement win the game
Implement lose the game
Place a time axis that
updates as time
progresses.

04/09/2017

Assign images to tiles
Dynamically assign image
names

Find/ modify images

Implement record page
Save records after each
run

Implement hint button

Implement shuffle button
Find routes.

Save the tiles on the route
Paint tiles on the screen
Adjust buttons
Refactor Model
Seperate Model and
TilePane
Implement Game class
Implement functions to
find valid routes
Implement functions to
bond controller class
Implement thread
process\
Find music

Exit game
button
Save game
button
Resume game
button
Load game
button
Pause menu
UI
Pause menu
button
Implement
start button
Navigate
through
menus

04/10/2017	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that		
	updates as time		Exit game
	progresses.		button
			Save game
	Assign images to tiles		button
	Dynamically assign image		Resume game
	names		button
			Load game
	Find/ modify images		button
			Pause menu
	Implement record page		UI
	Save records after each		Pause menu
	run		button
			Implement
	Implement hint button		start button
			Navigate
			through
			menus
	Implement shuffle button		
	Find routes.		
	Save the tiles on the route		
	Paint tiles on the screen		
	Adjust buttons		
	Refactor Model		
	Seperate Model and		
	TilePane		
	Implement Game class		
	Implement functions to		
	find valid routes		
	Implement functions to		
	bond controller class		
	Implement thread		
	process\		
	Find music		
	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that		
	updates as time		
04/11/2017	progresses.	Assign images to tiles	Exit game
		Dynamically assign	button
	Implement hint button	image names	Save game
			button
	Implement shuffle button	Find/ modify images	Resume game
		Save records after each	button
	Find routes.	run	Load game
			button

	Save the tiles on the route	Implement record page	Pause menu UI
	Paint tiles on the screen		Pause menu button
	Adjust buttons		Implement start button
			Navigate through menus
	Refactor Model		
	Seperate Model and TilePane		
	Implement Game class		
	Implement functions to find valid routes		
	Implement functions to bond controller class		
	Implement thread process\		
	Find music		
	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that updates as time progresses.		
04/12/2017		Assign images to tiles	Exit game button
		Dynamically assign image names	Save game button
	Implement hint button		Resume game button
	Implement shuffle button	Find/ modify images	Load game button
	Find routes.	Save records after each run	Pause menu UI
	Save the tiles on the route	Implement record page	Pause menu button
	Paint tiles on the screen		Implement start button
	Adjust buttons		Navigate through menus
	Refactor Model		
	Seperate Model and TilePane		
	Implement Game class		
	Implement functions to find valid routes		
	Implement functions to bond controller class		
	Implement thread process\		
	Find music		

	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that updates as time		Exit game button
04/13/2017	progresses.	Assign images to tiles	Save game button
	Implement hint button	Dynamically assign image names	Resume game button
	Implement shuffle button	Find/ modify images	Load game button
	Find routes.	Save records after each run	Pause menu UI
	Save the tiles on the route	Implement record page	Pause menu button
	Paint tiles on the screen		Implement start button
	Adjust buttons		Navigate through menus
	Refactor Model		
	Seperate Model and TilePane		
	Implement Game class		
	Implement functions to find valid routes		
	Implement functions to bond controller class		
	Implement thread process\		
	Find music		
	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that updates as time		Exit game button
04/14/2017	progresses.	Assign images to tiles	Save game button
	Implement hint button	Dynamically assign image names	Resume game button
	Implement shuffle button	Find/ modify images	Load game button
	Find routes.	Save records after each run	Pause menu UI
	Save the tiles on the route	Implement record page	Pause menu button
	Paint tiles on the screen		Implement start button
	Adjust buttons		

			Navigate through menus
	Refactor Model Seperate Model and TilePane Implement Game class Implement functions to find valid routes Implement functions to bond controller class Implement thread process\ Find music Implement serilizable Implement load menu Implement win the game Implement lose the game		
04/15/2017	Place a time axis that updates as time progresses. Implement hint button Implement shuffle button Find routes. Save the tiles on the route Paint tiles on the screen Adjust buttons Refactor Model Seperate Model and TilePane Implement Game class Implement functions to find valid routes Implement functions to bond controller class Implement thread process\ Find music Implement serilizable Implement load menu Implement win the game Implement lose the game	Assign images to tiles Dynamically assign image names Find/ modify images Save records after each run Implement record page	Exit game button Save game button Resume game button Load game button Pause menu UI Pause menu button Implement start button Navigate through menus
04/16/2017	Place a time axis that updates as time progresses.	Assign images to tiles	Exit game button

	Implement hint button	Dynamically assign image names Find/modify images Save records after each run	Save game button
	Implement shuffle button		Resume game button
	Find routes.		Load game button
	Save the tiles on the route	Implement record page	Pause menu UI
	Paint tiles on the screen		Pause menu button
	Adjust buttons		Implement start button
	Refactor Model		Navigate through menus
	Seperate Model and TilePane		
	Implement Game class		
	Implement functions to find valid routes		
04/17/2017	Implement functions to bond controller class		
	Implement thread process\		
	Find music		
	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that updates as time progresses.	Assign images to tiles Dynamically assign image names Find/modify images Save records after each run	Exit game button
	Implement hint button		Save game button
	Implement shuffle button		Resume game button
	Find routes.		Load game button

	Save the tiles on the route	Implement record page	Pause menu UI
	Paint tiles on the screen		Pause menu button
	Adjust buttons		Implement start button
			Navigate through menus
	Refactor Model		
	Seperate Model and TilePane		
	Implement Game class		
	Implement functions to find valid routes		
	Implement functions to bond controller class		
	Implement thread process\		
	Find music		
	Implement serilizable		
	Implement load menu		
	Implement win the game		
	Implement lose the game		
	Place a time axis that updates as time progresses.	Implement hint button	Exit game button
04/18/2017	Implement shuffle button		Save game button
	Find routes.		Resume game button
	Save the tiles on the route		Load game button
	Paint tiles on the screen		Pause menu UI
	Adjust buttons		Pause menu button
	Refactor Model		Implement start button
	Seperate Model and TilePane		Navigate through menus
	Implement Game class		Assign images to tiles
	Implement functions to find valid routes		Dynamically assign image names
	Implement functions to bond controller class		Find/ modify images
	Implement thread process\		Save records after each run

	Find music Implement serilizable Implement load menu Implement win the game Implement lose the game		Implement record page
04/18/2017	Place a time axis that updates as time progresses. Find routes. Save the tiles on the route Paint tiles on the screen Adjust buttons Refactor Model Seperate Model and TilePane Implement Game class Implement functions to find valid routes Implement functions to bond controller class Implement thread process\ Find music Implement serilizable Implement load menu Implement win the game Implement lose the game	Implement shuffle button	Exit game button Save game button Resume game button Load game button Pause menu UI Pause menu button Implement start button Navigate through menus Assign images to tiles Dynamically assign image names Find/ modify images Save records after each run Implement record page Implement hint button
04/19/2017	Place a time axis that updates as time progresses. Find routes Save the tiles on the route Paint tiles on the screen Adjust buttons	Implement win the game Implement lose the game	Exit game button Save game button Resume game button Load game button Pause menu UI

04/20/2017

Refactor Model
Seperate Model and
TilePane

Implement Game class
Implement functions to
find valid routes

Implement functions to
bond controller class
Implement thread
process\

Find music

Implement serilizable

Implement load menu

Find bugs
Place a time axis that
updates as time
progresses.

Find routes

Adjust buttons

Implement functions to
find valid routes

Implement functions to
bond controller class

Implement serilizable

Implement load menu

Find bugs

Implement thread
process\

Find music
Save the tiles on the
route
Paint tiles on the
screen

Refactor Model
Seperate Model and
TilePane

Pause menu
button
Implement
start button
Navigate
through
menus
Assign images
to tiles
Dynamically
assign image
names
Find/ modify
images
Save records
after each run
Implement
record page
Implement
hint button
Implement
shuffle button

Exit game
button
Save game
button
Resume game
button
Load game
button
Pause menu
UI
Pause menu
button
Implement
start button
Navigate
through
menus
Assign images
to tiles
Dynamically
assign image
names
Find/ modify
images
Save records
after each run
Implement
record page

Place a time axis that
updates as time
progresses.

Find routes

Save the tiles on the route

Paint tiles on the screen

Implement
hint button
Implement
shuffle button
Implement win
the game
Implement
lose the game
Exit game
button

04/21/2017 Adjust buttons

Implement serializable

Find bugs

Refactor Model
Separate Model and
TilePane

Save game
button
Resume game
button

Implement functions to
bond controller class
Implement functions to
find valid routes

Implement load menu

Load game
button
Pause menu
UI
Pause menu
button
Implement
start button
Navigate
through
menus
Assign images
to tiles
Dynamically
assign image
names
Find/ modify
images
Save records
after each run
Implement
record page
Implement
hint button
Implement
shuffle button
Implement win
the game
Implement
lose the game
Implement
thread
process\
Find music
Save the tiles
on the route

		Paint tiles on the screen
		Refactor Model
		Seperate Model and TilePane
04/22/2017 Adjust buttons	Find bugs	Find music
	Implement load menu	Exit game button
	Refactor Model	Save game button
	Seperate Model and TilePane	Resume game button
		Load game button
		Pause menu UI
		Pause menu button
		Implement start button
		Navigate through menus
		Assign images to tiles
		Dynamically assign image names
		Find/ modify images
		Save records after each run
		Implement record page
		Implement hint button
		Implement shuffle button
		Implement win the game
		Implement lose the game
		Implement thread
		process\
		Implement serilizable

		Implement serializable Refactor Model Separate Model and TilePane Implement functions to bond controller class Implement functions to find valid routes Implement load menu Find music
04/23/2017	Adjust buttons Write CSS	Find bugs Exit game button Save game button Resume game button Load game button Pause menu UI Pause menu button Implement start button Navigate through menus Assign images to tiles Dynamically assign image names Find/ modify images Save records after each run Implement record page Implement hint button Implement shuffle button

		Implement win the game
		Implement lose the game
		Implement thread process\
		Find music
		Implement serilizable
		Refactor Model
		Seperate Model and TilePane
04/24/2017	Adjust buttons	Exit game button
	Find bugs	Save game button
Write CSS		Resume game button
		Load game button
		Pause menu UI
		Pause menu button
		Implement start button
		Navigate through menus
		Assign images to tiles
		Dynamically assign image names
		Find/ modify images
		Save records after each run
		Implement record page
		Implement hint button
		Implement shuffle button
		Implement win the game
		Implement lose the game

04/25/2017 Tutorial

- Find routes.
- Save the tiles on the route
- Paint tiles on the screen
- Adjust buttons
- Write CSS

Implement thread process\
Find music
Implement load menu
Refactor Model
Seperate Model and TilePane
Implement serilizable
Exit game button
Save game button
Resume game button
Load game button
Pause menu UI
Pause menu button
Implement start button
Navigate through menus
Assign images to tiles
Dynamically assign image names
Find/ modify images
Save records after each run
Implement record page
Implement hint button
Implement shuffle button
Implement win the game
Implement lose the game
Implement thread process\

Tutorial	Save the tiles on the route Paint tiles on the screen	Save game button Resume game button Load game button Pause menu UI Pause menu button Implement start button Navigate through menus Assign images to tiles Dynamically assign image names Find/ modify images Save records after each run Implement record page Implement hint button Implement shuffle button Implement win the game Implement lose the game Implement thread process\ Find music Find bugs Implement serilizable Adjust buttons Implement load menu
04/28/2017 Fix time axis	Tutorial	Save the tiles on the route Paint tiles on the screen Exit game button Save game button

				Resume game button
				Load game button
				Pause menu UI
				Pause menu button
				Implement start button
				Navigate through menus
				Assign images to tiles
				Dynamically assign image names
				Find/ modify images
				Save records after each run
				Implement record page
				Implement hint button
				Implement shuffle button
				Implement win the game
				Implement lose the game
				Implement thread
				process\
				Find music
				Find bugs
				Implement serilizable
				Implement load menu
				Find routes.
04/29/2017	Fix time axis	Tutorial	Save the tiles on the route	Exit game button
				Save game button
				Resume game button
				Load game button

			Pause menu UI Pause menu button Implement start button Navigate through menus Assign images to tiles Dynamically assign image names Find/ modify images Save records after each run Implement record page Implement hint button Implement shuffle button Implement win the game Implement lose the game Implement thread process\ Find music Find bugs Implement serilizable Implement load menu Find routes. Paint tiles on the screen
04/30/2017	Fix time axis Tutorial		Place a time axis that updates as time progresses. Save game button Resume game button Load game button

Exit game
button
Pause menu
button
Pause menu
UI
Navigate
through
menus
Assign images
to tiles
Dynamically
assign image
names
Find/ modify
images
Implement
record page
Save records
after each run
Implement
hint button
Implement
shuffle button
Find routes.
Save the tiles
on the route
Paint tiles on
the screen
Implement
start button
Write CSS

Adjust buttons
Refactor
Model
Seperate
Model and
TilePane
Implement
Game class
Implement
functions to
find valid
routes
Implement
functions to
bond
controller
class

Implement
thread
process\
Find music
Implement
serilizable
Implement
load menu
Find bugs
Fix time axis
updates
Implement win
the game
Implement
lose the game