## READY FOR

TO DO **INPROGRESS TESTING COMPLETE** Place a time axis that updates as time 04/03/2017 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 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 Place a time axis that updates as time Pause menu Save game 04/04/2017 progresses. UI button Pause menu Resume game Exit game button button button Load game Navigate through menus 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

updates as time

04/05/2017 progresses.

Navigate through menus

Place a time axis that

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

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 Navigate through Exit game 04/06/2017 progresses. menus button Save game Assign images to tiles Implement start button button Dynamically assign image Resume game button names Load game Find/ modify images button Pause menu Implement record page UI Save records after each Pause menu run button 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 Implement Exit game 04/07/2017 progresses. start button button Navigate through Save game

menus

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

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

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

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

## 04/09/2017 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

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

Implement serilizable
Implement load menu
Implement win the game
Implement lose the game
Place a time axis that
updates as time

04/10/2017 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 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.

progresses. Assign images to tiles
Dynamically assign
Implement hint button image names

Implement shuffle button Find/ modify images

Save records after each

Find routes. run

Exit game button
Save game

button

Resume game button Load game button Pause menu

UI

Pause menu button Implement start button Navigate through menus

Exit game button
Save game button
Resume game

button Load game button

Pause menu  Paint tiles on the route Implement record page  Paint tiles on the screen  Paint tiles on the screen  Adjust buttons  Refactor Model Seperate Model and TilePane Implement Game class Implement functions to find valid routes Implement losal the game Implement lose the game Place a time axis that updates as time  O4/12/2017 progresses.  Assign images to tiles Dynamically assign Implement shuffle button Save records after each Find routes.  Save the tiles on the route Paint tiles on the screen  Adjust buttons  Resume game Place a time savis that updates as time  Adjust buttons  Resume game button Pause menu UI Pause				
Place a time axis that updates as time  O4/12/2017 progresses. Assign images to tiles button Dynamically assign Save game Implement hint button image names button Resume game button Resume game button Save records after each Load game Find routes. run button Pause menu Save the tiles on the route Implement record page UI Pause menu Paint tiles on the screen button 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\		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 record page	UI Pause menu button Implement start button Navigate through
updates as time  04/12/2017 progresses.  Assign images to tiles Dynamically assign  Implement hint button Image names Implement shuffle button Find/ modify images Save records after each Find routes.  Find routes.  Save the tiles on the route Paint tiles on the screen  Adjust buttons  Resume game button Dutton Pause menu Pause menu  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\ Implement thread process\		•		
	04/12/2017	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	Dynamically assign image names  Find/ modify images Save records after each run	button Save game button Resume game button Load game button Pause menu UI Pause menu button Implement start button Navigate through
		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 04/13/2017 progresses. button Assign images to tiles Dynamically assign Save game Implement hint button image names button Resume game Implement shuffle button Find/ modify images button Save records after each Load game Find routes. button run Pause menu Save the tiles on the route Implement record page Pause menu Paint tiles on the screen button Implement Adjust buttons start button Navigate through Refactor Model menus 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 04/14/2017 progresses. button Assign images to tiles Dynamically assign Save game Implement hint button image names button Resume game button Implement shuffle button Find/ modify images Save records after each Load game Find routes. run button Pause menu Save the tiles on the route Implement record page Pause menu

> button Implement

start button

Paint tiles on the screen

Adjust buttons

Navigate through Refactor Model menus 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 04/15/2017 progresses. Assign images to tiles button Dynamically assign Save game Implement hint button image names button Resume game button Implement shuffle button Find/ modify images Save records after each Load game Find routes. run button Pause menu Save the tiles on the route Implement record page UI Pause menu Paint tiles on the screen button **Implement** Adjust buttons start button **Navigate** through Refactor Model menus 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 Assign updates as time images to Exit game 04/16/2017 progresses. tiles button

	Implement hint hutter	Dynamically assign image	Save game
	Implement hint button	names Find/ modify	button  Resume game
	Implement shuffle button	images Save records	button
	Find routes.	after each run	Load game button
	Save the tiles on the route	Implement record page	Pause menu UI Pause menu
	Paint tiles on the screen		button Implement
	Adjust buttons		start button Navigate through
	Refactor Model Seperate Model and TilePane		menus
	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	Assign	
04/17/2017	updates as time progresses.	images to tiles Dynamically	Exit game button
	Implement hint button	assign image names	Save game button
	Implement shuffle button	Find/ modify images	Resume game button
		Save records after each	Load game
	Find routes.	run	button

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 04/18/2017 progresses.

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\

Implement Pause menu

record page UI

Pause menu

button Implement start button Navigate through menus

Implement Exit game hint button button

> Save game button

Resume game

button Load game button

Pause menu

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

	Find music Implement serilizable Implement load menu Implement win the game Implement lose the game Place a time axis that	Implement	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 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
	Implement serilizable  Implement load menu Implement win the game Implement lose the game		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

Pause menu Refactor Model button Seperate Model and **Implement** TilePane start button Navigate through Implement Game class menus Implement functions to Assign images find valid routes to tiles Dynamically Implement functions to assign image bond controller class names Implement thread Find/ modify process\ images Save records Find music after each run **Implement** Implement serilizable record page **Implement** Implement load menu hint button **Implement** Find bugs shuffle button Place a time axis that updates as time Implement thread Exit game 04/20/2017 progresses. process\ button Save game Find routes Find music button Save the tiles on the Resume game button route Paint tiles on the Load game screen button Pause menu Adjust buttons **Refactor Model** UI Seperate Model and Pause menu TilePane button Implement start button Navigate through menus Implement functions to Assign images find valid routes to tiles Dynamically Implement functions to assign image bond controller class names Find/ modify Implement serilizable images Save records Implement load menu after each run **Implement** Find bugs record page

Place a time axis that Implement updates as time progresses. hint button **Implement** Find routes shuffle button Implement win Save the tiles on the route the game Implement Paint tiles on the screen lose the game Exit game **04/21/2017** Adjust buttons Implement serilizable button Save game Find bugs **Refactor Model** button Seperate Model and Resume game TilePane button Implement functions to Load game bond controller class button Implement functions to Pause menu find valid routes UI Pause menu Implement load 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** Find music Exit game **04/22/2017** Adjust buttons Find bugs button Save game Implement load menu button Resume game Refactor Model button Seperate Model and Load game TilePane 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

04/23/2017 Adjust buttons

Write CSS

Find bugs

Implement serilizable Refactor Model Seperate Model and **TilePane** Implement functions to bond controller class Implement functions to find valid routes Implement load menu Find music Exit game button Save game button Resume game button Load game button Pause menu 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 Exit game **04/24/2017** Adjust buttons Find bugs button Save game Write CSS 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

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\

Find music Find bugs Implement serilizable Implement load menu Exit game 04/26/2017 Fix time axis button Find routes. Save the tiles on the Save game **Tutorial** route button Paint tiles on the Resume game screen button Load game button Pause menu 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 Exit game **04/27/2017** Fix time axis button Find routes.

Save the tiles on the Save game Tutorial route button Paint tiles on the Resume game screen button Load game button Pause menu UL 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 Save the tiles on the Exit game 04/28/2017 Fix time axis **Tutorial** button route Paint tiles on the Save game screen button

Resume game button Load game button Pause menu 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

button Save game

button

Load game

Exit game

Resume game button

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 Place a time axis that updates as time progresses. Save game button Resume game button Load game

button

04/30/2017

Fix time axis

Tutorial

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