ID	Task Name	Start	Finish	Duration
1	**Phase 1 Design Documentation**	2016-02-16	2016-02-20	5d
2	Research Floor Planning – Algorithm for Scoring	2016-02-16	2016-02-22	7d
3	Implement Floor Planning Scoring Algorithm	2016-02-22	2016-03-05	13d
4	Implement "Start Screen" Menu	2016-02-23	2016-02-24	2d
5	Implement "Instruction" Page	2016-02-23	2016-02-24	2d
6	Implement "Level Selection" Page	2016-02-23	2016-02-24	2d
7	Implement standard game page	2016-02-23	2016-02-24	2d
8	Implement scoring	2016-02-25	2016-02-29	5d
9	Implement C-Train Grid	2016-02-27	2016-03-02	5d
10	Implement "Game Over" Page	2016-03-01	2016-03-03	3d
11	Implement user interaction – mouse	2016-03-01	2016-03-03	3d
12	Implement Level differences – 3 levels, 2 modes	2016-03-01	2016-03-08	8d
13	Implement different block sizes - passengers	2016-03-04	2016-03-06	3d
14	Implement random generation for each passenger type	2016-03-06	2016-03-08	3d
15	Implement timer	2016-03-09	2016-03-10	2d
16	Implement station transitions	2016-03-09	2016-03-10	2d
17	Obtain C-Train Photos	2016-03-11	2016-03-11	1d
18	Obtain C-Train Sounds	2016-03-11	2016-03-11	1d
19	Implement & import music/ background	2016-03-11	3/13/2016	3d
20	**Splash testing**	2016-03-14	2016-03-21	8d
21	**Alpha release – in class testing**	2016-03-22	2016-03-27	6d
22	**Final Design Documentation**	2016-03-22	2016-04-01	11d
23	Addressing alpha release comments/concerns	2016-03-30	2016-04-04	6d
24	**Provide feedback**	2016-04-05	2016-04-07	3d