

Tasks	Start Date	End Date	Apr 9							Apr 16							Apr 23							Apr 30							May 7							May 14								
			S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S		
1 UML Diagram																																														
2 Pieces unit	04/15/23	04/25/23																																												
3 Board unit	04/15/23	04/25/23																																												
4 Game unit	04/15/23	04/25/23																																												
5 Player unit	04/15/23	04/25/23																																												
6 Timer unit	04/15/23	04/25/23																																												
7 GUI Wireframe																																														
8 GUI Start Screen	04/26/23	05/02/23																																												
9 GUI Board	04/26/23	05/02/23																																												
10 GUI User Screen	04/26/23	05/02/23																																												
11 GUI Scores Screen	04/30/23	05/02/23																																												
12 Final Project Code																																														
13 Piece class	04/26/23	05/02/23																																												
14 Pieces classes	04/26/23	05/12/23																																												
15 Board class	04/26/23	05/12/23																																												
16 Game class	05/03/23	05/17/23																																												
17 Timer code	04/26/23	05/17/23																																												
18 Player class	05/03/23	05/17/23																																												
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