	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday		
Week 5	Stand Up		Stand Up		Stand Up				
			UI Design	UI Design				Ethan	
	UML Design	UML Design		UML Design				Hayley	
		User Stories		User Requirements				Angeni	
		User Stories		User Requirements				Jasmin	
Week 6	Stand Up		Stand Up		Stand Up				
	Character Movement (Test)	Game State		Game Statistics (Test)	Basic Items	Basic Items			
	Character Movement (Test)	Game State		Gold (Test)	Basic Items	Basic Items			
	Game State (Test)	Character Movement		Basic Items (Test)	Gold				
	Game State (Test)	Character Movement		Basic Items (Test)	Game Statistics				
Week 7	Stand Up		Stand Up		Stand Up				
	Selling Items (Test)	Enemy Movement	Refactor UML & Code	Battle (Test)	Building Spawning	Placeable Buildings			
	Enemy Movement (Test)	Selling Items	Refactor UML & Code	Building Spawning (Test)	Battle	Placeable Buildings	Game modes		
	Selling Items (Test)	Enemy Movement	Refactor UML & Code	Building Spawning (Test)	Item Types (Test)	Goals (Test)	Game modes (Test)		
	Enemy Movement (Test)	Selling Items	Refactor UML & Code	Battle (Test)	Placeable Building (Test)	Item Types	Goals		
Week 8	MILESTONE 2 DUE		Stand Up		Stand Up				
	Fixed Battle Bugs	Battle Tests Fixes	Boss Tests	Boss Battle Implementation	Boss Battle Implementation	Boss Battle Implementation			
	Campfire Implementation	Boss Spawning	Doggie Coin (Test)	Doggie Coin	Doggie Coin				
	Game Modes Implementation	Campfire Tests	Improve Testing	Improve Testing	Improve Testing				
	Building Placement Bugs	Campfire Tests	Music	Music	Music	Music			
Week 9	Stand Up		Stand Up		Stand Up				
	Extension Planning	Allied Soldier Extension	Allied Soldier Extension	Clean Up Testing	Clean Up Testing	Last Minute Fixes			
	Extension Planning	Extra Items	Choose Map	Clean Up Testing	Update UML	Last Minute Fixes			
	Extension Planning	NPC	Slot Machine	Clean Up Testing	Work on Features	Last Minute Fixes			
	Extension Planning	Music Controls	Music Controls	Clean Up Testing	Upload Assumptions	Last Minute Fixes			
Week 10	Stand Up		Stand Up		Stand Up				
	MILESTONE 3 DUE								