

UML Diagram (Everyone)	Start				End											
Design Patterns (Everyone)			Start			End										
Write Assumptions (Everyone)				Start						End						
Building Entities (Alex)								Start					End			
Collectable Entities (Jayden)								Start					End			
Static Entities (Henry)								Start					End			
Moving Entities (Oliver)								Start					End			
Testing and Coverage (Everyone)								Start								End
Goals (Alex)												Start				End
State Pattern (Jayden)												Start				End
Strategy Pattern (Henry)													Start			End
Observer Pattern (Oliver)													Start			End
Persistence (Henry)													Start			End
Bug Fixing (Everyone)													Start			End
	17 Oct	18 Oct	19 Oct	20 Oct	21 Oct	22 Oct	23 Oct	24 Oct	25 Oct	26 Oct	27 Oct	28 Oct	29 Oct	30 Oct	31 Oct	1 Nov
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Monday