Design Phase Start Date	Date Deadline	Task	Person Responsible	Finished	Verified
09/23	9/27	General Description – Overview of game, abilities, constraints	Justin	X	X
09/30	10/3	Project Plan (including its Function)	Amir	X	X
10/01	11/19	System Design Lifecycle determined	Jeevan	X	X
10/01	11/19	Meeting with "Expert"	Amir	X	X
10/01	11/19	Review Requirements and ask questions	Jeevan	X	X
10/01	11/19	Game meets specifications (8-bit title, 1980s style)	Amir	X	X
10/04	10/11	Story Board of Game Options	Mohit	X	X
10/07	10/29	Data Flow Diagram	Mohit	X	X
10/07	11/19	UML Class Diagram	Justin	X	X
10/14	01/01	Class Header Comments	Amir	X	X
10/14	01/01	Methods Chart	Justin	X	X
10/14	01/01	I/O Interfaces – examples of input or output, screen shots	Amir	X	X
10/14	01/01	Database design	Justin	X	X
10/14	10/14	Front-end tables, fields designed	Justin	X	X
10/14	01/01	Back-end tables, fields designed	Justin	X	X
10/14	10/19	Software and Hardware requirements listed	Amir	X	X
01/04	01/04	Presentation (with each speaker noted)	Amir	X	X
01/01	02/01	PowerPoint created	Amir	X	X
11/02	02/01	User Manual created	Amir	X	X

Team Name: Pyramid Plunder

Development (Code) Phase Start Date	Date Deadline	Task	Person Responsible	Finished	Verified
10/14	01/01	Create all class and Method numbs (header structures)	Justin	X	X
10/14	02/01	Create all Class and Method Header Comments	Mohit	X	X
10/14	11/20	1/4 of basic game code complete	Justin	X	X
10/14	11/01	Player Login (username/password authentication)	Justin	X	X
10/14	11/20	Game state retrieved/sent from/to a database for storage	Justin	X	X
11/20	12/10	Client implements a Leader board (listing players and scores) [where data is retrieved from a database]	Justin	X	X
10/14	12/20	½ of basic game code complete	Justin	X	X
10/14	12/20	Database (may be local or remote)	Justin	X	X
10/14	12/20	All player and game states are stored in a database	Justin	X	X
11/13	11/23	3/4 of basic game code complete	Justin	X	X
11/23	01/01	All of basic game code complete	Justin	X	X
01/01	01/10	Code Working – lock all work on the code	Justin	X	X
01/15	02/01	Readme.txt doc created	Amir	X	X

Testing Phase				hed	ied
Start Date	Date Deadline	Task	Person Responsible	Finished	Verified
01/01	02/01	Unit Level testing (use another sheet to track)	Amir	X	X
01/01	02/01	White Box testing (use another sheet to track)	Justin	X	X
01/01	02/01	Black Box Testing (use another sheet to track)	Jeevan	X	X
01/01	02/01	Functional Testing (use another sheet to track)	Amir	X	X
01/01	02/01	Game supports multiple players (may/not simultaneously)	Mohit	X	X
01/01	02/01	Game state and Player data stored in a database	Justin	X	X
01/01	02/01	Project works correctly in NetBeans (and version is noted in documentation)	Amir	X	X
01/01	02/01	PowerPoint verified that it is updated to match the finished project	Amir	X	X
01/01	02/01	User Manual verified that it is updated to match the finished project	Jeevan	X	X
01/01	02/01	All Hardware checked and working	Amir	X	X
02/01	02/01	All CDs checked and working correctly	Amir	X	X
02/01	02/06	All documentation checked and ready to upload	Amir	X	X
Verification Phase	02/07	[The date the project will be turned into the teacher/judges for evaluation.]	Amir	X	X

Documentation Phase	Date	Task	Person	Finished	Verified
Start	Deadline	1 ask	Responsible	ļiji.	/eri
Date	Deadine		Responsible		
12/01	02/01	Teammate job descriptions	Mohit	X	X
12/01	02/01	PowerPoint	Amir	X	X
12/01	02/01	User Manual to Adobe pdf	Jeevan	X	X
12/01	02/01	Comments verified for correctness	Amir	X	X
12/01	02/01	Games Publisher [BitBlit Interactive (BBI)] is mentioned multiple time in docs	Amir	X	X
12/01	02/01	Product Initiatibe [Project Wayback] is mentioned multiple time in docs	Justin	X	X
12/01	02/01	JavaDocs and/or PHP docs created	Amir	X	X
12/01	02/07	All software copied to CDs	Mohit	X	X
Verification Phase	Feb 7	[The date the project will be turned into the teacher/judges for evaluation.]	Amir	X	X
FINAL UPLOAD	Feb 7	Upload Final Project with Final Documentation	Amir	X	X