Project Plan Property Tycoon													
Tasks	Week 1 Weel 27 31.01.2020 03 07.0	Week 2 03 07.02.2020	Week 3 1014.02.2020	Week 4 1721.02.2020	Week 5 2428.02.2020	Week 6 02.0306.03.2020	Week 7 0913.03.2020	Week 8 1620.03.2020	Week 9 2327.03.2020	Spring Break		Week 10 2024.04.2020	Week 11 27.0401.05.2020
Setting up Github													
Setting up communication channels													
First group meeting (incl. getting to know each other)													
Project Planning													
Player													
Board Set-up													
Player Class													
Dice Roller													
Central Control													
Bank													
Buy properties incl. houses and hotels													
Potluck / opportunity cards													
Jail (go to and get out of)													
Auctioning													
Mortgage Properties													
Free Parking (paying fines and collecting funds)													
Paying property rent													
Player passes Go													
Player leaves the game													
Re-sell assets (properties, hotels and houses) to bank													
Different game versions (full game and abridged game)													
Establish the player turn order													
Trading mechanic													
Game Player Agent													
Adjustments and open issues													
Report													
Testing													
Sprint Planning													
Documentation (JavaDoc)													
Software Design													
-													
Requirement Analysis													
GUI													

For the project Property Tycoon we aim to have 2-week sprints over the semester and finish all features defined in the coursework specification before spring break in order to have enough time afterwards to fix open issues and work on the documentation and the report. This also decreses the time risk and we do not run into time trouble. The basic tasks were identified in the beginning of the project and scheduled in an order we found logical. However, we did not assign the tasks to a responsible person yet since we want to keep it flexible. The JavaDoc documentation, testing, software design, GUI and requirement analysis are continuous tasks throughout the project.