# Overall Build Schedule

## Team: B

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| **Build Number** | **Description** | **Date Due** | **Build Leader** |
| 1 | 1. The ability to set-up a board. 2. Welcome Screen 3. Only one board in game play. 4. Checkers and Kings only. 5. No log-in necessary. | 11/3/09 | Mike Sawtelle |
| 2 | 1. Fully-functional Game (including mines, etc.) 2. Two Boards | 11/17/09 | Byron Lunt |
| 3 | 1. Replay Ability implemented 2. Storage of saved games 3. Admin/Statistics capabilities | 12/1/09 | David Clark |

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| Signatures |

# Build Schedule

## Team: B

## Build Number: 1

## Completion Date: November 3, 2009

## Lead: Mike Sawtelle

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| **Component (functionality)** | **Person Responsible** | **Due Date** |
| WelcomeScreen (complete) | David Clark | Nov 1 |
| LoginScreen (board select and piece) | Benjamin McDowd | Nov 1 |
| GameScreen (one board, choose sizes, variable pieces, placement of pieces only including one king, coin toss) | David Clark | Nov 1 |
| Square (complete) | Byron Lunt | Nov 1 |
| Piece (complete) | Byron Lunt | Nov 1 |
| Checker (complete) | Byron Lunt | Nov 1 |
| King (complete) | Byron Lunt | Nov 1 |
| Position (complete) | David Clark | Nov 1 |
| Referee (ensure piece stays inside board, simple piece movement w/o jumps) | Mike Sawtelle | Nov 1 |
| Game (minus the saving of data) | Mike Sawtelle | Nov 1 |
| User (only functioning attribute is names) | Benjamin McDowd | Nov 1 |

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| Build Leader Signature |

# Build Schedule

## Team: B

## Build Number: 2

## Completion Date: November 17, 2009

## Lead: Byron Lunt

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| **Component (Functionality)** | **Person Responsible** | **Due Date** |
| Referee (complete) | Mike Sawtelle | Nov 15 |
| GameScreen (two boards, placement of all pieces) | David Clark | Nov 15 |
| Storage (password functionality only) | Benjamin McDowd | Nov 15 |
| GameScreen ( randomized piece, other square types) | Byron Lunt | Nov 15 |

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| Build Leader Signature |

# Build Schedule

## Team: B

## Build Number: 3

## Completion Date: December 1, 2009

## Lead: David Clark

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| **Component (Functionality)** | **Person Responsible** | **Due Date** |
| ReplayScreen | David Clark | Nov 29 |
| StatScreen | Byron Lunt | Nov 29 |
| AdminScreen | Benjamin McDowd | Nov 29 |
| LoadScreen | Byron Lunt | Nov 29 |
| Game | Mike Sawtelle | Nov 29 |
| Stats | Benjamin McDowd | Nov 29 |
| Storage | Mike Sawtelle | Nov 29 |
| GameScreen | David Clark | Nov 29 |

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| Build Leader Signature |

# Individual Developer Schedule

## Team: B

## Name: David Clark

## Build Number: 1

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| **Component (Functionality)** | **Due Date** |
| WelcomeScreen (complete) | Nov 1 |
| GameScreen (one board, choose sizes, variable pieces, placement of pieces only including one king, coin toss) | Nov 1 |
| Position (complete) | Nov 1 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 2

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| **Component (Functionality)** | **Due Date** |
| GameScreen (two boards, placement of all pieces) | Nov 15 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 3

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| **Component (Functionality)** | **Due Date** |
| GameScreen (complete) | Nov 29 |
| ReplayScreen (complete) | Nov 29 |

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| Developer Signature |
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| Build Leader Signature |

# Individual Developer Schedule

## Team: B

## Name: Byron Lunt

## Build Number: 1

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| **Component (Functionality)** | **Due Date** |
| Square (complete) | Nov 1 |
| Piece (complete) | Nov 1 |
| Checker (complete) | Nov 1 |
| King (complete) | Nov 1 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 2

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| --- | --- |
| **Component (Functionality)** | **Due Date** |
| GameScreen ( randomized piece, other square types) | Nov 15 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 3

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| --- | --- |
| **Component (Functionality)** | **Due Date** |
| StatScreen (complete) | Nov 29 |
| LoadScreen (complete) | Nov 29 |

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| Developer Signature |
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| Build Leader Signature |

# Individual Developer Schedule

## Team: B

## Name: Benjamin McDowd

## Build Number: 1

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| **Component (Functionality)** | **Due Date** |
| LoginScreen (board select and piece) | Nov 1 |
| User (only functioning attribute is names) | Nov 1 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 2

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| --- | --- |
| **Component (Functionality)** | **Due Date** |
| Storage (password functionality only) | Nov 15 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 3

|  |  |
| --- | --- |
| **Component (Functionality)** | **Due Date** |
| AdminScreen (complete) | Nov 29 |
| Stats (complete) | Nov 29 |

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| Developer Signature |
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| Build Leader Signature |

# Individual Developer Schedule

## Team: B

## Name: Mike Sawtelle

## Build Number: 1

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| --- | --- |
| **Component (Functionality)** | **Due Date** |
| Referee (ensure piece stays inside board, simple piece movement w/o jumps) | Nov 1 |
| Game (minus the saving of data) | Nov 1 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 2

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| --- | --- |
| **Component (Functionality)** | **Due Date** |
| Referee (complete) | Nov 15 |

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| Developer Signature |
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| Build Leader Signature |

## Build Number: 3

|  |  |
| --- | --- |
| **Component (Functionality)** | **Due Date** |
| Game (complete) | Nov 29 |
| Storage (complete) | Nov 29 |

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| Developer Signature |
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| Build Leader Signature |