

Tentative GUI Completion Timeline

	Goals	Deliverables
Week 1: March 3 - 7	Define the overall GUI structure	<ul style="list-style-type: none"> • Use case descriptions • Use case diagrams • low-fidelity design for all key screens (Sign-In, Game Library, Player profile, In-game chat interface, etc.) • Class diagrams • Planning docs
<i>March 7 - Project Iteration 1 Deadline</i>		
Week 2: March 10 - 14	Design GUI	<ul style="list-style-type: none"> • High-fidelity prototype for all screens
Week 3: March 17 - 21	Implement Core GUI components with stubs	<ul style="list-style-type: none"> • P2 deliverables • Static version of all key screens implemented in code (with stubs)
<i>March 21 - Project Iteration 2 Deadline</i>		
Week 4: March 24 - 28	Integrate Backend Functionality	<ul style="list-style-type: none"> • Functional GUI components linked with the backend components (those already available)
Week 5: March 31 - April 4	Integrate Backend Functionality	<ul style="list-style-type: none"> • Fully functional GUI with all backend components integrated
Week 6: April 7 - 11	Final Testing and Demo Video	<ul style="list-style-type: none"> • Demo video showing the entire system in action • P3 deliverables
<i>April 11 - Project Iteration 3 Deadline</i>		