

		Yahtzee_4												
Incomplete	% Complete													
Name	Task	3/19 - 3/25	3-25 - 3/31			4/1 - 4/8			4/9 - 4/15			4/16-4/24		
Danielle	User class	100 %												
Danielle	Admin class	100%												
Danielle	Game flow - round & player control	100 %												
Danielle	Gantt Chart	90%												
Danielle/Ismael	Weekly Group Write up	100%												
Ismael	UML Chart	100%												
Ish	Scorecard class. 1 round working for 1 player	100%												
Ish/Logan	Dice class	100%												
Logan	Flowchart	100%												
Ish	Style scorecard print out	100%												
Danielle	Merge game flow(round+player control) to main.cpp				100%									
Danielle/Ish	Merge User & Yahtzee classes							100%						
Logan/Danielle	Compose to-do list for documentation							100%						
Logan/Everyone	Start documentation										50%			

		Yahtzee_4																	
Incomplete	% Complete																		
Name	Task	3/19 - 3/25	3-25 - 3/31	4/1 - 4/8	4/9 - 4/15	4/16-4/24													
Everyone	Plan presentation																		
Danielle/Ismael	Finalize documentation																		
Everyone	Practice presentation																		
Logan	Style html page with game's name & scorecard																		
Danielle	DRY. Clean up repetitive code in Admin & User																		
Ish	DRY. Clean up repetitive code in Yahtzee & ScoreCard																		
Ish	Check the game for runtime errors																		