

Priority 3	Client app	code connection class	Write insert query for saving user info	Write query for retrieving info	Design main page wireframe	Design graphical version of UI\UX	implementing main page layout
		5	3	3	2	3	1
		Test functionality	Fixing bugs				
		1	1				

Priority 4	Client app	Design reminding Cards Shape	Implementing Reminding Cards layout	Write query of inserting reminder	Write query of retrieving reminder	Merging reminder layout with main page layout	Merging reminders code with main page codes
		5	1	4	5	0.5	1
		connect class elements to its appropriate layout element	Test functionality	Fixing bugs			
		1.5	1	1			

Priority 5	Client app	Design detail page wireframe	Design graphical version of detail page	Implementing ui\ux of detail page	Write query of retrieving event detail	Implementing detail page functionality	Test functionality
		2	3	1	1	7	1
		Fixing bugs					
		2					

Priority 6	Client app	Design event page wireframe	Design graphical version of event page	Implementing ui\ux of event page	Write query of retrieving all event	Implementing all event functionality	Write query of searching and filtering events
		2	3	1	1	5	1
		Implementing functionality of filtering page	Test functionality	Fixing bugs			
		4	1	1			

Priority 7	Client app	Design archive page wireframe		Design graphical version of archive page		Implementing ui\ux of archive page	Write query of retrieving archived event s	Implementing archive event functionality
		2		3		1	1	8
		Test functionality		Fixing bugs				
		1		1				

Priority 8	Client app	Design score page wireframe		Design graphical version of score page		Implementing ui\ux of score page	Write query of retrieving top events	Write query of retrieving top executors	Implementing functionality of score page
		2		3		1	1	1	7
		Merging top event list with details page		Test functionality		Fixing bugs			
		0.5		1		1			