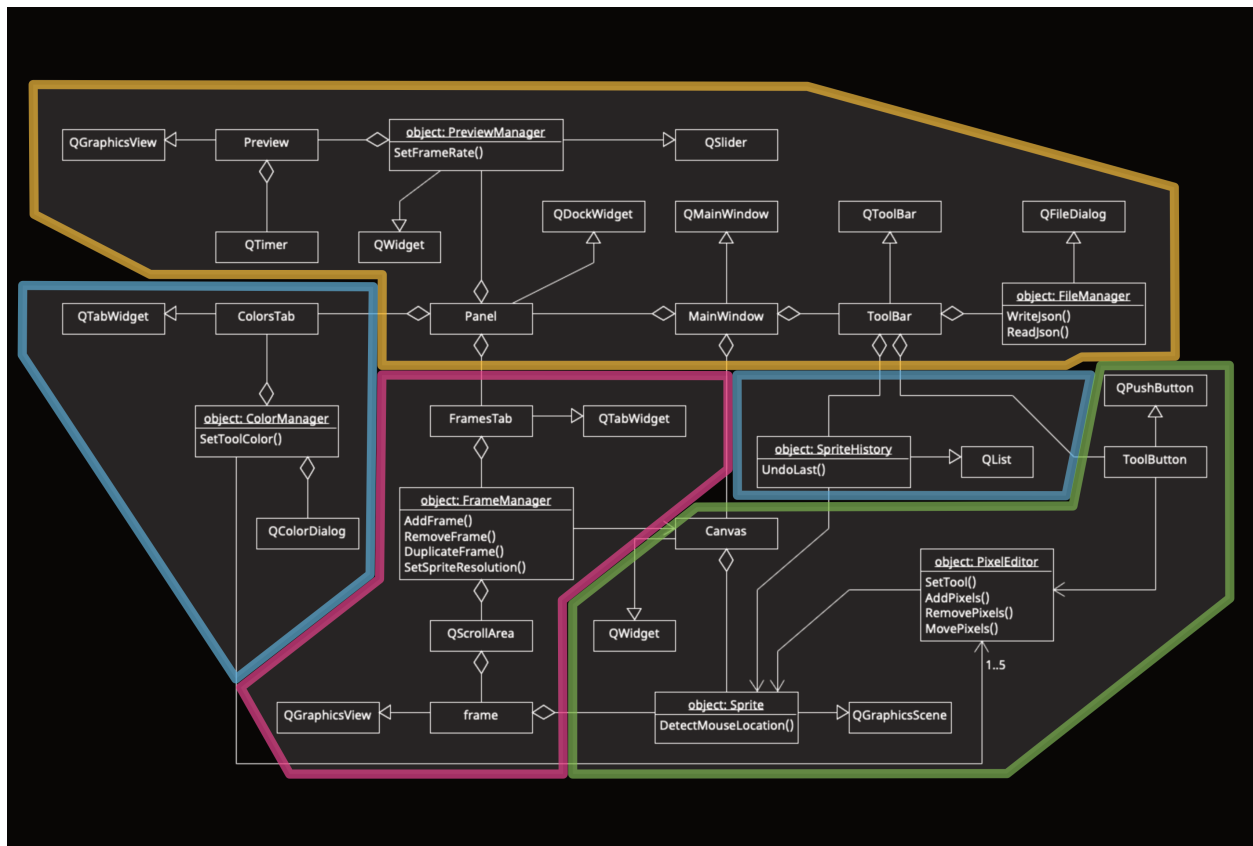# DIVISION OF WORK AND TENTATIVE SCHEDULE

GREEN: Phuc (primary), Trenton (secondary)

YELLOW: Trenton (primary), Chanphone (secondary)

BLUE: Chanphone (primary), Thu (secondary)

PINK: Thu (primary), Phuc (secondary)

Day 1 (Wednesday, Week 1)

- **GREEN**:
  - Develop setTool() and setToolSize() methods in PixelEditor.
  - Start working on the GUI for the undo button and tool pixel size slider.
- **YELLOW**:
  - Create the main GUI window and layout the tool bar.
  - Implement the save and open/load buttons in the tool bar.
- **PINK**:
  - Implement addFrame() and duplicateFrame() in FrameManager.
- **BLUE**:
  - Begin developing setToolColor() in ColorManager.
  - Create the GUI for color selection in the colors tab.

Day 2 (Thursday)

- **GREEN**:
  - Work on addPixels() and removePixels() in PixelEditor.
  - Implement the GUI for the brush and eraser tool buttons.
- **YELLOW**:
  - Develop the side panel layout and start coding the canvas base.
  - Work on writeJson() in FileManager.
- **PINK**:
  - Continue removeFrame() in FrameManager.
  - Implement the add and duplicate frame buttons in the GUI frames tab.
- **BLUE**:
  - Implement setPaletteColor() in ColorManager.
  - Develop the color sliders in the colors tab.

Day 3 (Friday)

- **GREEN**:
  - Complete movePixels() and findFloodPixels() in PixelEditor.
  - Implement the GUI for the flood tool and move tool buttons.
- **YELLOW**:
  - Work on readJson() in FileManager.
  - Start implementing the preview window in the side panel.
- **PINK**:
  - Develop setSpriteResolution() in FrameManager.
  - Add logic for the remove frame button in the GUI frames tab.
- **BLUE**:
  - Add palette customization to the colors tab.
  - Begin implementing recordAction() in SpriteHistory.

Day 4 (Saturday)

- **GREEN**:
  - Refine GUI components for the color picker tool button.
  - Debug and test PixelEditor methods.
- **YELLOW**:
  - Finalize canvas implementation.
  - Develop setFrameRate() in PreviewManager.
- **PINK**:
  - Implement setSelectedFrame() in FrameManager.
  - Add the sprite resolution slider to the GUI frames tab.
- **BLUE**:
  - Complete undo() in SpriteHistory.
  - Test and refine the colors tab in the GUI.

Day 5 (Sunday)

- **GREEN**:
  - ◦ Integrate all GUI tool buttons with PixelEditor.
  - ◦ Conduct initial testing for all features developed.
- **YELLOW**:
  - ◦ Integrate the preview window and frame rate slider into the side panel.
  - ◦ Perform initial testing on file management features.
- **PINK**:
  - ◦ Complete any remaining work on FrameManager.
  - ◦ Begin integration testing for the frames tab.
- **BLUE**:
  - ◦ Debug SpriteHistory and ColorManager functionalities.
  - ◦ Prepare for integration testing of the colors tab.

Day 6 (Monday, Week 2)

- **GREEN**:
  - ◦ Continue debugging and ensure the functionality of PixelEditor and tool buttons.
- **YELLOW**:
  - ◦ Test and finalize the file management and side panel features.
- **PINK**:
  - ◦ Conduct integration testing for the frames tab.
  - ◦ Make adjustments as needed for FrameManager.
- **BLUE**:
  - ◦ Complete testing for ColorManager and SpriteHistory.
  - ◦ Adjust and debug color-related GUI features.

Day 7 (Tuesday)

- **GREEN**:
  - ◦ Final review and debugging of PixelEditor class.
- **YELLOW**:
  - ◦ Final adjustments and testing for the preview and side panel.
- **PINK**:
  - ◦ Wrap up testing and refine frames tab features.
- **BLUE**:
  - ◦ Ensure all color management and history functionalities are working smoothly.

Day 8 (Wednesday)

- **ALL DEVELOPERS**: Final debugging and integration, testing, and code review.