**Zombies Team Development Timeline:**

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Week 4:

* Implement game state, such as turns and sub-states within each turn
* Restrict other players from performing actions if not their turn
* Restrict current player to only actions within the current sub-state
* Implement zombies placement after a new map tile is placed
* Implement special building tiles storing custom layout and life tokens, bullet tokens, and included zombies
* Add actual special buildings from game deck and their parameters
* Implement player movement without worrying about zombie combat yet
* Create tests for new features

Week 5:

* Add in zombie combat while moving
* Finish integrating player movement with zombie combat
* Examine Event Cards and look for problem areas when implementing
* Add more tests to thoroughly test current code (reach code coverage requirement)

Week 6:

* Implement zombie movement at the end of your turn
* Create functional GUI buttons to use Event Cards
* Implement the behavior of the simplest Event Cards first
* Test Event Cards and resulting business logic

Week 7:

* Add green/red highlighting during zombie movement
* Automatically draw a new Event Card at the end of your turn
* Implement 4 – 5 more Event Cards
* Test Event Cards and resulting business logic
* Implement winning conditions (capturing 25 zombies, clearing the helipad tile)
* Add detection for when you cannot place any more Map Tiles (when the grid becomes boxed in)

Week 8:

* Determine code quality metrics and verify conformance
* Schedule the rest of the Event Cards for the next two weeks
* Implement 5 – 6 more Event Cards
* Test Event Cards and resulting business logic
* Add the ability to swap out an Event Card for a new one

Week 9:

* Internationalization (add support for Spanish and French?)
* Finish implementing last Event Cards
* Manual testing and review of game logic

Week 10:

* No coding planned if we are on schedule
* Focus on the final report
* Use as catch up week if there are issues along the way