**Zombies Team Development Timeline:**

**By Jacob Ryan, Michael Kochell, and Donnie Waters**

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
* Examine all event cards and separate them on difficulty to implement
* Set up GUI buttons for getting event cards and using them
* Implement the behavior of the simplest cards first
* Test event cards and resulting business logic

Week 7:

* Add green/red highlighting for zombie movement
* Automatically draw a new Event Card at the end of your turn
* Continue implementing event cards (3 – 4 more)
* Test event cards and resulting business logic
* Implement “win” conditions (25 captured zombies, the helipad tile)

Week 8:

* Determine metrics used to ensure code quality
* Ensure that our current code meets these standards
* Continue implementing event cards and behaviors (3 – 4 more)

Week 9:

* Internationalization (add support for Spanish and French?)
* Finishing 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