Team Success Timeline:

* Young-Chan Cho
* James Maher
* Murat Sencan
* Eric Xie

November 11 - Group formed during the lab section, we agreed to do a chess game in the command window using C++.

November 15 - Project information form turned in, group agrees to also use graphics in our display.

November 18 - Group Decides on a C++ program to use as our source code.

December 1 - Group meets during lab to discuss progress, decision is made to write our own code, using the source material as a guide (this allows us to more efficiently implement the timer).

December 2 - Group decides to abandon prior plans to include graphics in order to focus on implementation of the timer.

December 4 - Group finds source code (timerscript.cpp) that creates a timer class. It is modified to meet the requirements of our game.

December 5 - Timer class is implemented into our completed game code using the Timer.cpp and Timer.h files.

December 7 - Documentation, Project Architecture powerpoint, and video demonstration are completed.

December 8 - Video shooting is completed.