Table 1

	Greg	Luis	Nikhil
All Dates Subject to change			
Phase 1	Create and implement class design		
4/27/2020	Create ItsCoronaTime class	Create Arena class	Create Entity class
4/28/2020			
4/29/2020			
4/30/2020	Create Person class	Create Coronavirus class	Create Collectible class
5/1/2020			
5/2/2020			
5/3/2020			
5/4/2020	Create start screen	Create ToiletPaper class	Create HazmatSuit class
5/5/2020			
5/6/2020			
5/7/2020			
5/8/2020			
5/9/2020	Test software design	Test software design	Test software design
5/10/2020			
Phase 2	Create GUI, display game, and entity behavior		
5/11/2020	Display arena and entities in GUI	Display arena and entities in GUI	Display arena and entities in GUI
5/12/2020			
5/13/2020			
5/14/2020			
5/15/2020			
5/16/2020			
5/17/2020			
5/18/2020	Implement Ghost Behavior	Implement Hazmat suit powerup	Implement player behavior
5/19/2020			
5/20/2020			
5/21/2020			
5/22/2020			
5/23/2020			
5/24/2020			
Phase 3	Fine Tuning		
5/25/2020			
5/26/2020			
5/27/2020			
5/28/2020	Test For Bugs in Ghosts	Test for bugs with Hazmat Suit	Test For bugs in player
5/29/2020			
5/30/2020			
5/31/2020			
6/1/2020			
6/2/2020	Polish	Polish	Polish
6/3/2020			
6/4/2020			
6/5/2020			
6/6/2020			
6/7/2020			
Phase 4	TBD as Needed		