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								S	M	T
1		First draft of requirements.	2d?	04/04/2017	04/05/2017		Bryn Esperson,Nastas			
2		Graphics (draw board and pieces).	4d?	04/05/2017	04/10/2017		Tessa Vu,Tessa's Tab			
3		Make GUI mockup.	4d?	04/05/2017	04/10/2017		Tessa Vu			
4		Look up other projects done by people on GitHub.	3d?	04/06/2017	04/10/2017		Nastassja Motro,GitHu			
5		Discuss theme and outline of chessboard.	1d?	04/04/2017	04/04/2017		Bryn Esperson,Tessa			
6		Look up graphic designs on the internet for the theme.	2d?	04/04/2017	04/05/2017		Bryn Esperson,Tessa			
7		Create design of chessboard on application.	4.5d	04/04/2017	04/10/2017		Bryn Esperson			
8		Think of the different classes needed to be created for the project.	5d?	04/04/2017	04/10/2017		Bryn Esperson,Nastas			
9		Decide pieces.	0.25d	04/04/2017	04/04/2017		Bryn Esperson,Tessa			
10		Create design outline for the game.	3d	04/04/2017	04/06/2017		Bryn Esperson,Nastas			
11		Find all the different rules for each of the pieces.	1d	04/06/2017	04/06/2017		Nastassja Motro			
12		Create rule code for pawn and rook.	7d	04/04/2017	04/12/2017		Bryn Esperson			
13		Create rule code for queen and bishop.	7d?	04/04/2017	04/12/2017		Nastassja Motro			
14		Create rule code for king and knight.	7d?	04/04/2017	04/12/2017		Tessa Vu			
15		Implement graphics onto userface.	5d?	04/10/2017	04/14/2017		Tessa Vu			
16		Create code for movement.	4d?	04/12/2017	04/17/2017		Bryn Esperson,Nastas			
17		Troubleshoot code/debug.	2d?	04/17/2017	04/18/2017		Bryn Esperson,Nastas			
18		Implement overall game rules into system.	3d?	04/18/2017	04/20/2017		Nastassja Motro[50%],			
19		Troubleshoot code/debug.	2d?	04/20/2017	04/21/2017		Nastassja Motro[50%],			
20		Create two player user interface.	4d?	04/19/2017	04/24/2017		Bryn Esperson,Nastas			
21		Troubleshoot two player user interface.	2d?	04/24/2017	04/25/2017		Bryn Esperson,Nastas			
22		Play and debug entire game.	3d	04/25/2017	04/27/2017		Bryn Esperson,Nastas			
23		Partay!	1d?	04/27/2017	04/27/2017		Happiness			



