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|  | Week 0  (10th-16th) | Week 1  (17th-23rd) | Week 2  (24th-30th) | Week 3 (31st-6th) | Week 4 (7th-13th) | Week 5  (14th-20th) DEADLINE: 21ST |
| Planning |  |  |  |  |  |  |
| Program Layout/Mockups |  |  |  |  |  |  |
| Rough Instructions for Game and Project Explanation |  |  |  |  |  |  |
| Program/Source Code | | | | | | |
| Main Menu   * Icon |  |  |  |  |  |  |
| Reading from a File   * Instructions * Pop-up |  |  |  |  |  |  |
| Altering Board Class   * BigPeg * Add help button * Sound/muic |  |  |  |  |  |  |
| Player Class   * Constructor for person * Constructor for computer   2-Player generates two ‘person’ objects  1-Player generates one ‘person’ and one ‘computer’ |  |  | - Players are functional  - Need to figure out small section win logic |  |  |  |
| Logic for the Game (win/loss)   * Horizontal * Vertical * Diagonal   Implementation of Game Logic - Preventing people from going there  - Changing a won section value to 4  - BigPeg (centering based on section) |  |  |  | Need to troubleshoot |  |  |
| Extra:   * Highlight options of where to go   + Finished, yellow pegs * Show when a section is won   + using a big peg |  |  |  |  |  |  |
| SUBMIT PROJECT :D   * Add citations * Check rubric * Jar file * Javadoc * Test project (as we go + final check) |  |  |  |  |  | JANUARY 21ST |