**RELEASE SCHEDULE**

\* Items highlighted in pink are completed.

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| **1.0** | **Blank home screen, play screen, instructions screen, and end screen** |
| **1.1** | **Buttons**  **Home = play btn, instructions btn**  **Instructions = back btn, play btn**  **Play =pause/home btn**  **End = menu btn** |
| **1.2** | **Run on Android (test on a phone)** |
| **2.0** | **Have guests walk in with a timer** |
| **2.1** | **Drag guests to a table (animate table)** |
| **2.2** | **Let (one) table be available (for now) and add cafe map (helps create paths)** |
| **2.3** | **Guests have hearts above head and lose hearts every 5 seconds(patience affected)** |
| **2.4** | **Design end screen and home screen** |
| **2.5** | **Guests have an active patience indicator (when the timer is up, remove guests)** |
| **2.6** | **Waiter to respond to tap.(walk towards tap)** |
| **2.7** | **Scratch for multiple guests to appear (ArrayList, we don’t integrate it until we have the server working)** |
| **2.8** | **The timer displayed on the screen for the round of play (timer runs out we go to end screen)** |
| **2.9** | **Background music + mute btn** |
| **3.0** | **The waiter walks *around* thetable with hardcoded path** |
| **3.1** | **Waiter sprite sheet** |
| **3.2** | **Integrate multiple active tables + guests** |
| **3.3** | **Customers can indicate the server that they’re ready to order** |
| **3.4** | **The waiter is able to pick up an order and drop off at the kitchen** |
| **3.5** | **When the food is ready, then the waiter can bring it to the table.** |
| **3.6** | **Then they eat and finish eating in 5 seconds** |
| **3.7** | **Guests pay their bill (with tip) and leave.** |
| **3.8** | **The waiter comes to clean table and collect money** |
| **3.9** | **Number of hearts(satisfactory level) changes tip amount** |
| **4.0** | **Money hud updates. (amount of tips is based on the amount of hearts the guest left with)** |
| **4.1** | **Check if money earned is equal to the minimum amount of money required to pass level** |
| **4.2** | **End screen shows score.** |
| **4.3** | **Animate guests (eating)** |
| **4.4** | **Animate food(every interval of time the amount of food they have decreased)** |