

Task	Assigned to	Estimated Effort (hours)	Due Date	Percent Complete	Completion Date	Actual Effort (hours)
Game Rules	all	1.5	3/5	100%	3/5/2020	2
Functional Requirements	all	1	3/31	100%	3/31/2020	1
Project Plan	all	4	4/3	100%	4/3/2020	4
Peer Evaluation Survey I	all	1	4/3	100%	4/3/2020	0.75
Preliminary UML Class Design	all	0.5	4/7	100%	4/8/2020	0.5
System Test Plan	all	1.5	4/14	100%	4/14/2020	1
Card Class	Nate	1	4/14	100%	4/11/2020	1.25
Deck Class	Nate	3	4/14	100%	4/13/2020	3
Hand class	Wes	4	4/16	100%	4/16	1.5
Score Card/possible scores	Aaron	4	4/16	100%	4/20	3.5
GUI - Welcome Screen	Johan	4	4/27	100%	4/22	2
GUI - General Frame Design	Johan/Nate	3	4/18	100%	4/21	3
GUI - Main Frame Card Buttons	Wes	4	4/24	100%	4/22	2
GUI - Main Frame Game Buttons	Nate	4	4/24	100%	4/24	3
GUI - Scorecard Frame Design	Aaron	4	4/24	100%	4/26	2
GUI - Scorecard Frame Coding	Aaron	4	4/24	100%	4/26	4
GUI - Farkle Frame	Johan	4	4/24	100%	4/26	1
Testing	All	3	4/27	100%	4/27	2
Code Complete	All		4/27	100%	4/27	
Presentation Creation	All	2	4/27	100%	4/29	1
Presentation	All	0.25	4/28	100%	4/30	0.25
Final Report	All	3	5/1	100%	4/30	2
Peer Evaluation Survey II	All	1	5/1	100%	4/30	1