

### Weekly Software Process Schedule

Month	Day	Development Plan	Test and Demonstration Plan
Jan	9	<ul style="list-style-type: none"> <li>- Proof of concept Boardgame.io app</li> <li>- Create HTML Drafts</li> <li>- Create AWS Resources in Console</li> </ul>	<ul style="list-style-type: none"> <li>- Users will be able to see all html and design of website</li> </ul>
	16	<ul style="list-style-type: none"> <li>- Create React app</li> <li>- Proof of concept Boardgame.io app</li> <li>- Create AWS Resources in Console</li> </ul>	<ul style="list-style-type: none"> <li>- Users will be able to spin up a react act app</li> </ul>
	23	<ul style="list-style-type: none"> <li>- Set up Terraform Cloud</li> <li>- Create React App</li> <li>- Proof of concept Boardgame.io app</li> </ul>	<ul style="list-style-type: none"> <li>-</li> </ul>
	30	<ul style="list-style-type: none"> <li>- Create React App</li> <li>- Wire up Website</li> <li>- Create S3 Resources in Terraform</li> <li>- Proof of concept Boardgame.io app</li> </ul>	<ul style="list-style-type: none"> <li>- Locally ran React app can be displayed to show the website is running</li> </ul>
Feb	6	<ul style="list-style-type: none"> <li>- Proof of concept Boardgame.io app</li> <li>- Event System</li> <li>- Create React App</li> <li>- Wire up website</li> <li>- Game Lobby Screen</li> <li>- User Authentication</li> <li>- Create Route 53</li> </ul>	<ul style="list-style-type: none"> <li>- Functioning prototype locally playable</li> <li>- Full Website will able to be explored</li> <li>- Users will be able to login and create accounts</li> <li>- Dice rolling and progression updating can</li> </ul>

		Resources in Terraform <ul style="list-style-type: none"> <li>- Create Cognito Resources in Terraform</li> </ul>	be shown
	13	<ul style="list-style-type: none"> <li>- Start transitioning PoC to full game</li> <li>- Inventory System</li> <li>- Spendable Currency</li> <li>- Database</li> <li>- Create Route 53 Resources in Terraform</li> <li>- Create CloudFront Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can connect to the website now instead of having to connect locally</li> <li>- Users can use in-game currency to purchase in game items</li> <li>- Users can store their items during game</li> </ul>
	20	<ul style="list-style-type: none"> <li>- Start transitioning PoC to full game</li> <li>- Chat System</li> <li>- Item System</li> <li>- Implement Events</li> <li>- Game Lobby Functionality</li> <li>- Create CloudFront Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can utilize the items in their inventory in game</li> <li>- Users will be able to chat during game</li> <li>- Users will be able to connect to a game lobby</li> </ul>
	27	<ul style="list-style-type: none"> <li>- Start transitioning PoC to full game</li> <li>- Social Tier System</li> <li>- Event Bias System</li> <li>- GameLift Integration</li> <li>- Create Cognito Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can view buffs and debuffs on their player during gameplay</li> <li>- Users can progress the in game tier system, and can encounter special events</li> </ul>
March	6	<ul style="list-style-type: none"> <li>- Start transitioning PoC to full game</li> <li>- Social Tier System</li> </ul>	<ul style="list-style-type: none"> <li>- Users can view multiple stores with items to be purchased during</li> </ul>

		<ul style="list-style-type: none"> <li>- Event Bias System</li> <li>- Settings</li> <li>- Create Cognito Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- gameplay</li> <li>- Users can change settings like sound effect volume</li> </ul>
	13	<ul style="list-style-type: none"> <li>- Stats</li> <li>- Bug Testing/Playtesting</li> <li>- Achievements</li> <li>- Create API Gateway Resources in Terraform</li> <li>- Create Database Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can read game logs</li> <li>- Event system and item system implemented</li> <li>- Currency system implemented</li> </ul>
	20	<ul style="list-style-type: none"> <li>- Bug Testing/Playtesting</li> <li>- Stats</li> <li>- Achievements</li> <li>- Create GameLift Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can view their stats on the home page</li> <li>- Users can view their achievements on the home page</li> <li>- Chat System implemented where users can chat to each other</li> </ul>
	27	<ul style="list-style-type: none"> <li>- Bug Testing/Playtesting</li> <li>- Create GameLift Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Social Tier system and event bias system implemented</li> <li>- Users can test and play the whole game</li> </ul>
April	3	<ul style="list-style-type: none"> <li>- Bug Testing/Playtesting</li> <li>- Create GameLift Resources in Terraform</li> </ul>	<ul style="list-style-type: none"> <li>- Users can report bugs found from gameplay to be fixed</li> </ul>
	10	<ul style="list-style-type: none"> <li>- Bug Testing/Playtesting</li> <li>- Main Menu Pixel Art</li> </ul>	<ul style="list-style-type: none"> <li>- Users can report bug found from gameplay to be fixed and suggest UI</li> </ul>

			improvements
	17	Project Presentation Preparation	- Users can play the full game
	24	Present Project	- Present project