CMPSC 488   **Phase 3**   **Justin Neigh**
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Weekly Software Process Schedule

Month	Day	Development Plan	Test and Demonstration Plan
Jan	9	GUI HTML Implementation – Log in page, Sign in Page, Home Page, Game Page created	– Users can click buttons to switch screens and browse them
	16	User Accounts Created – AWS Cognitio will be implemented for user accounts Database Creation – DB will be created to store user accounts	– Users will be able to create their account and sign up
	23	Front End and Back End work hosted Locally – Use ReactJS to create locally ran app	– Users will be able to connect to the app locally
	30	EC2 Instance Server creation – EC2 configuration for AWS Music for game – Game will have music during home screen and login screen	– Show EC2 Configuration – Users can listen to the music in the different screens
Feb	6	Creating game Lobbies – Joining and creating other users game lobbies	– Users will be able to create their own lobbies or join others lobbies
	13	Use ReactJS to push to S3	– Users can connect to the

		Bucket to spin up website - Instead of locally ran, app will be hosted on a web server	website now instead of having to connect locally
	20	Creating the In-game Events - Adds the events users can come across during the game Connecting Players - Creating functionality to joining and creating a game	- Users can view the events in the game screen - Users can now create and join a game instead of locally
	27	Implementing User Buffs and debuffs - In game events Causing users to get buffs and debuffs	- Users can view buffs and debuffs on their player during gameplay
March	6	In Game Store - Multiple stores throughout the game for users to buy items In game Currency - Our Crypto currency esque system for users to buy items	- Users can view multiple stores with items to be purchased during gameplay
	13	Implement In Game Chat - Users chat for game events to be logged	- Users can chat with one another - Users can read game logs
	20	Stats - Game Stats like win total and death total Achievements - Achievements as in win a game or lose a number of games	- Users can view their stats on the home page - Users can view their achievements on the home page
	27	Game Testing	- Users can test and play

		– Having users test our game to find bugs	the whole game
April	3	Bug Fixing – If users find bugs during testing, we will fix them	– Users can report bugs found from gameplay to be fixed
	10	Bug Fixing UI design finalization	– Users can report bug found from gameplay to be fixed and suggest UI improvements
	17	Project Presentation Preparation	– Users can play the full game
	24	Present Project	– Present project