

Project Schedule

October 17

Interview #1 about games

October 31

Organize the website, brainstorm ideas for games

November 7

Work on individual responsibility agreement and team working agreement, work on website, brainstorm on game decision, flow chart for game decision

November 8

Revisions and changes to code

November 14

Interview #2 based on game, draft power point

November 26

Worked on connect four video

November 27

Final touches to code, final game testing