Week Number	Date	Description	Use cases/Requirements/Features to develop or tasks to do
1	21-Aug		Learning about Software Engineer practices
2	28-Aug	Project discussion	Learning about Software Engineer practices
3	4-Sep	Project discussion	Learning about Software Engineer practices
4	11-Sep	Team Up and Projects Selection	Learning about Software Engineer practices
5	18-Sep	Meet with client to elicit initial requirements; work on vision and scope document; work on the project website	First team meeting and first meeting with client to understand business requirements
6	25-Sep	Vision and scope document due on Sep 27	Work on Vision and scope document
7	2-Oct	Work on use cases and glossary	Work on use cases and glossary
8	9-Oct	Use cases and glossary due on Oct 9; work on prototyping	Work on prototyping
9	16-Oct	Prototyping due on Oct 16; work on release plan and first iteration plan; research software architecture; review prototyping with client; revise vision and use cases	Work on first iteration plan, senior design project plan, and software architecture
10	23-Oct	Release plan and first iteration plan due Oct 23; Iteration 1 kicks off (MVP). For the	Basic VR Game Functionality (Menu screens)
11	1-Oct	selected UCs: work on domain modeling (UML class diagram), behavior modeling	Basic NPC Functioanlity (UC 3)
12	6-Nov	(state machine diagram), system interaction modeling (squence diagram), coding,	Game Mechanics (UC 1, UC 2)
13	13-Nov	testing (unit test), and deployment.	Game Mechanics (UC 1, UC 2)
14	20-Nov	Work on Software Requrements Specification Document and prepare for the presentations	Bug Fixing & Making game better
15	27-Nov	Software Specification Document due on Nov 27; Presentations and demos on Nov 29 and Dec 1 and Dec 4	Preparing presentation & presenting
16	4-Dec	Last Day of Class on Dec 6	
17	11-Dec	Winter iteration plan due on Dec 12; Final exam week	
18	18-Dec		Revise and redo documentation according to the altered scope of the project
19	25-Dec	Winter Iteration	Collect and integrate updated social anxiety disorder information from CognitV
20	1-Jan		Bug Fixing & Making game better
21	8-Jan		Bug Fixing & Making game better
22	15-Jan	Spring semester starts this week, the team should hold a review meeting with client and instructor	Finsh revising technical documentation & meet with client and team meeting to check-in
23	22-Jan		Finish level functionality
24	29-Jan	Iteration 3	Finish level functionality
25	5-Feb		Work on NPC Animations & Interactions
26	12-Feb		Clean up NPC Animations & Interactions and Start AI
27	19-Feb		Implement the AI
28	26-Feb	Iteration 4	Implement the AI
29	4-Mar		Implement the AI
30	11-Mar	Spring break	Spring Break
31	18-Mar	Review meeting, project development done (feature-wise) in this week	Update Graphics
32	25-Mar	Client acceptance test, bug fixes, deployment, and documentation	Finishing Touches & Bug Fixing
33	1-Apr	Client acceptance test, bug fixes, deployment, and documentation	Finishing Touches & Bug Fixing
34	8-Apr	Project (source code and documents) handover to client by Monday, April 15	
35	15-Apr	SRS presentation on Friday, April 19	
36	22-Apr	Final presentation prep week	
37	29-Apr	Final presentation week (Thursday, May 2 Final Presentation Day)	
38	6-May	All documentations due to Riogrande website at 10:00 AM on May 6	