20W CS50 Final Project Timeline

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2/25 (Tuesday)

1. Create GitHub repo with all collaborators included
2. Partition tasks to each group member
3. Create an active communication channel (Text, Slack)
4. Start working on connecting to the maze server
5. Start working on a basic algorithm that is easy to implement and will *definitely* work

2/26 (Wednesday)

1. Meet with LF to discuss progress
2. Complete 1st step of communicating with the maze server
3. Complete rough draft of DESIGN.md
4. Start implementation of a simple algorithm for solving the maze at difficulty level 0 - 4

2/28 (Friday)

1. Code, code, code (simple algorithm for solving the maze)
   a. Implement ASCII UI for visualization
   b. Create log files for different runs of your program
   c. Test often, test early
2. Complete rough draft of IMPLEMENTATION.md
3. Meet with TA shepherd

3/2 (Monday)

1. Complete algorithm version-1
2. Integrate code between group members
3. Complete rough draft of TESTING.md
4. Meet with LF to discuss progress

3/3 (Tuesday)

1. Continue testing (vary nAvatars at a given difficulty level)
2. Check edge cases nAvatars = 0 or 1, etc.
3. Fix all memory issues, etc.

3/4 (Wednesday)
1. Finish testing
2. Optimize and improve algorithm
3. Expand to larger and harder mazes (difficulty levels: 4 - 9)
4. Fix all memory issues and bugs
5. Meet with TA shepherd

3/6 (Friday)
1. Update DESIGN.md, IMPLEMENTATION.md, TESTING.md
2. Complete testing.sh and testing.out file
3. Finish final tests

3/9 (Monday)
1. PROJECT DUE!