Priorities	Tasks	22/02/17	01/03/17	08/03/17	15/03/17	22/03/17	29/03/17	05/04/17	12/04/17	19/04/17	26/04/17	03/05/2017
	Critical Tasks = In RED											
1= min	**Assessment 4**											
5= max	*Implementation*											
4	Ensure the game and requirements so far meet the remit											
4	Determine what needs to be added to the game for all requirements to be met											
3	Determine what changes need to be made based on updated architecture											
5	Determine class structure and design for new additions											
5	Write code whilst testing to implement new features											
2	Write comments highlighting updated/new sections of code											
2	Upload executable on website											
2	Ensure code can be inserted in the zipfile											
	Final Architecture and Traceability report											
4	Review current requirements against current architecture											
3	Propose Changes											
3	Finalise changes											
4	Restructure UML											
	Evaluation and Testing Report											
3	Analyse the brief and make bullet points of key points											
3	Reanalyse requirements											
4	Check that the game meets each point in the brief and all the requirements											
5	Prepare a list of core tests that are done each time a significant change is implemented											
4	Systematically test code throughout implementation											
2	Create logs of test results											
2	Create a graph of test results over time											
	Project Review Report											
3	Analyse current team management methods											
4	Review management methods against initial management methods											
3	Analyse how changes in requirements and risks affected team management											
2	Review changes in tools used and report on why											
3	Review changes in development methods used											
4	Write a short report on changes in our understanding of software engineering											
5	Update Website											