Name	Q1		202 <sup>5</sup> Q2		202 <sup>‡</sup> Q3			202! Q	
Name	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct
▼ Gantt Chart - Runi									
▼ ■ 1. Project Planning		1. Project Pla	anning						
■ 1.1. Define Requirements		1.1. Define Require	ements						
<ul><li>1.2. Allocate Resources</li></ul>		1.2. Allocate	Resources						
▼ ■ 2. UI-Development			2. UI-Developmen	t					
<ul><li>2.1. Designing Standardised UI</li></ul>		2.	1. Designing Standardised	UI					
<ul><li>2.2. Implement New UI</li></ul>			2.2. Implement Ne	ew UI					
▼ ■ 3. Driver and Software Porting			3. Driver and Softwar	re Porting					
<ul><li>3.1. Port Supercollider Engine</li></ul>			3.1. Port 5	Supercollider Engine					
<ul><li>3.2. Port Lua Interpreter</li></ul>				3.2. Port Lua Interpreter					
<ul><li>3.3. Develop Sound Driver</li></ul>				3.3. Develop So	und Driver				
<ul><li>3.4. Unit Testing</li></ul>					3.4. Unit Testing				
▼ ■ 4. Case Design & 3D Printing					4. Case	Design & 3D Printing			
<ul><li>4.1. Design Case</li></ul>					4.1. Design Case				
<ul><li>4.2. 3D Printing Prototypes</li></ul>					4.2. 3D Print	ng Prototypes			
<ul> <li>4.3. 3D Printing Final Case</li> </ul>					4.3. 3D	Printing Final Case			
<ul><li>5. Product Assembly</li></ul>						5. Product Asset	mbly		
▼ ■ 6. Testing & QA						6. Testing & QA			
■ 6.1. Community Integration Testing							6.1. Community Integrati	on Testing	
■ 6.2. Hardware Testing							6.2. Hardware	Testing	
■ 6.3. User Acceptance Testing							6.3.	Jser Acceptance Testing	
6.4. Performance Testing								6.4. Performance Testing	
<ul><li>7. Project Closure</li></ul>								7. Project Closure	