

Week One- 3th February	Start Basic design of classes
Week Two- 10 th February	Created the deck and be able to access and shuffle it.
Week Three- 17 th February	Let the player choose a card from there hand and create a simple AI to do the same.
Week Four – 24 th February	Apply game rules and bidding. Start background and Objectives
Week Five- 4 th March	Start work on complex AI (a rule based first then monte Carlo). Carry on with background and objective. Start work on design.
Week Six – 11 th March	Same as previous week and add Unit and User testing if completed early.
Week Seven – 18 th March	Work on GUI and Monte Carlo Algorithm. Carry on Design
Week Eight – 25 th March	Same as previous and Testing to be continued. Carry on with design and start implementation part of report
Week Nine – 1 st April	Same as previous, improve code where needed.
Week Ten – 8 th April	Same a previous and start looking at evaluating
Week Eleven – 15 th April	-
Week Twelve- 22th April	Improve where is needed
Week Thirteen – 29 th April	Finish up