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