# Schedule

The current missing features are saving and loading of the tree (in progress), adding a more complicated card in Remodel, and rebuilding the GUI to be easier to use and prettier. The AI and game are in a usable state. Data gathering will be important to compare results of tweaking the AI for the TDD.

## Milestone 1 February 23rd

* Implement Saving and Loading of tree
  + Done
* Implement final card: Remodel:
  + Removed
* Research GUI options:
  + Done

## Milestone 2 | March 1st

* Change to BufferParser/Writer for saving and loading of tree for better error checking
  + Done
* Implement way of using Remodel
  + Removed
* Start implementation of GUI rework
  + Done
* Bug fix
  + Always more

## Milestone 3 | March 15th

* Finish implementation of GUI rework
  + Done enough
* Start data gathering of comparing AIs for TDD
  + Done

## Milestone 4 | March 29th

* Finish implementation of GUI rework
  + Done enough
* Start gathering data for TDD
  + Working on

## Milestone 5 | April 12th

* Bug fix
  + Found bugs while running that I’m currently trying to fix
* Gather data for TDD
  + Currently have half-ish of my data gathered

## Milestone 6 | April 26th

* Bug fix
  + Currently working on a bug with my data gathering
* Gather data for TDD
  + Still need more data

## Final | May 4th

* Fix greedy AI
* Bug fix
* Gather more data