# 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: Still In Progress
* Implement final card: Remodel: Added but MCTS uses it poorly
* Research GUI options: Working on GUI in DFS

## Milestone 2 | March 1st

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

## Milestone 3 | March 15th

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

## Milestone 4 | March 29th

* Bug Fix
* Gather data for TDD

## Milestone 5 | April 12th

* Bug fix
* Gather data for TDD

## Milestone 6 | April 26th

* Bug fix