1. **CPU Internal Circuitry**
   1. Write out desired specifications
   2. Lay out memory map
   3. Design all the components (logically only)
   4. Specify a standard external bus to connect the parts
   5. Add electrical parts to all the components (resistors, capacitors, etc)
   6. CAD up schematics for the CPU
   7. Test all components of breadboards and make changes as necessary
   8. Once all working, CAD up PCB layouts for all the components
   9. Etch/order the PCBs and assemble the components
2. **Building Cases/Hardware**
   1. Design the backplane (both electrically and physically, dimensions etc)
   2. Design front panel (the actual buttons etc, the controller is a component above)
   3. Design and CAD the case (including front panel and port holes)
   4. Build the case (from a metal net and wood)
3. **Computer/External/Expansion Devices**
   1. Design all the devices (logically only)
   2. Add electrical parts to the devices
   3. CAD up schematics for the devices
   4. Test all the devices on breadboards and make changes as necessary
   5. Once all working, CAD up PCB layouts for the devices
   6. Etch the PCBs and assemble the devices
4. **Programming Software**
   1. Write some basic programs or a monitor to test/demo the machine (can continue to randomly write programs as this list is progressed through)
   2. Assembler coded in Python (runs on a PC/Mac instead of the machine)
   3. Data Loaders (cassette loader, floppy loader, serial loader)
   4. Resident Monitor (lives in ROM, like the Turnkey 8800)
   5. Simple BIOS (just some elementary system calls and routines or whatever)
   6. BASIC Programming Language (in ROM, like 4K BASIC)
   7. Compiler for a High-Level Language in another HLL (such as C or FORTRAN)
   8. Disk Operating System (the big kahuna, like Altair DOS)
5. **Writing Manuals**
   1. Leaflets
   2. Introductory/Setup Guide
   3. Programming Guide
   4. Technical Reference
   5. BASIC User Guide, Monitor Guide, DOS User Guide