	Semester Project 2 - Board Game																														
	Planning						Designing							Programming/Testing												Implementation/Rollout					
	11.11.2019 12.11.2019 13.11.2019 14.11.2019 15.11.2019 16.11.2019 17.11.2019					18.11.2019 19.11.2019 20.11.2019 21.11.2019 22.11.2019 23.11.2019 24.11.2019					25.11.2019 26.11.2019 27.11.2019 28.11.2019 29.11.2019 30.11.2019 01.12.2019							02.12.2019 03.12.2019 04.12.2019 05.12.2019 06.12.2019 07.12.2019 08.12.2019						09 12 2019 10 12 2019 11 12 2019 12 12 2019 13 12 2019 14 12 2019 15 12 2019							
	Day 1 Day 2 Day 3 Day 4 Day 5 Day 6 Day 7				Day 8 Day 9 Day 10 Day 11 Day 12 Day 13 Da																										
	Day 1	Day 2 Day 3	Day 4	Day 3	Day o	Day /	Dayo	Day 3	Day 11	Day 1	12 Day 13 D	ray 14	Day 13	Day 10 Day 17	Day 10	Day 19	Day 20	Day 21	Day 22	Day 23 Day 24	Day 23	Day 20	Day 27	Day 20	Day 23	Day 30	Day 31	Day 32 Day 33	Day 34	Day 33	
Read Assignment Study information about GOT						_							_						_										+	+	
Write down all planned activities				-						_								_			_	-	_		_						
Make Gantt Chart	-		_						_	-			1		-			1	-		1	-	1		-				+	-	
Make Gantt Chart Make a GitHub Repository	1									+			1					1			1	1	+		1				+	-	
Sketch pages	1					+				+	+							1			1	1	+		1				+	-	
Make sketches in XD									-																				+-		
Research the tokens			_							_			_									_		<del>                                     </del>							
Decide which characters to use									-																				+-		
Decide target group													-																+		
Research the API			_							_			_									_		<del>                                     </del>							
Make the characters in Illustrator													-																+		
Make the logo													-																+		
Make the different tokens																													+-		
Make colorschemes																													+-		
Choose fonts																													+-		
Do the final touchup in photoshop																													1		
Make the SASS and all the partials																													1		
Make the HTML for the pages																															
Make the CSS for desktop																													1		
Make CSS for mobil/tablet devices																													1		
Make the API calls for the characters																													1		
Make JS for the character page																													1		
Make JS for the dice																													1		
Make JS for the game page																													1		
Make JS for the Victory page																													1		
Make final design changes																													1		
Test pages																															
Make people test on different devices																													T		
Fix errors that may occur																															
Final Testing																															
Make report																															
Deliver																															

Blue is milestores