Broad Project:	Component:	Tasks:	1.4	1.5	1.6	1.7	1.8	1.9	1.10	1.11	2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9
Console TicTacToe	Main Game	Main Game Function	R																
		Variable grid size	R																
		Check Wins	R	R															
		Multiplayer		R	R														
	AI Algorithim	AI Algorithim (Check Lines)		R	R														
		AI Algorithim (Check4Checks)		R	R														
	Cleanup	Input Management		R	R														
		Final Checks																R	
Console App (Hangman)	Main Game	Main Game Function	O	O															
		Check Wins	O	O															
	Extra Features	Multiplayer	O																
		Read Word File		O	O														
	Cleanup	Display customisation		O	O														
		Input Management		O	O														
		Final Checks																O	
VS TicTacToe	Main Game	Main Game Function			Y	Y													
		Interfacing			Y	Y													
		Check Wins			Y	Y													
		Multiplayer			Y	Y													
	AI Algorithim	AI Algorithim (Check Lines)															Y	Y	
		AI Algorithim (Check4Checks)															Y	Y	
	Cleanup	Final Checks																Y	Y
CYOAG	File Window	Interfacing				G	G												
		Loading Files					G	G											
		Creating Files					G			G							G		
		Directory Management						G									G		
	Game Window	Interfacing				G	G												
		Text Scrolling				G	G												
		Chaning Rooms				G	G		G										
		Inventory																	
		Saving & Loading					G	G											
	Stats Window	Reading Save files					G	G											
		Displaying Information						G											
	Game Files/Cleanup	Room Information															G	G	
		Dialouge															G		
		Final Checks																G	G

*And Holidays

Broad Project:	Component:	Tasks:	1.4	1.5	1.6	1.7	1.8	1.9	1.1	1.11	2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9
Trade Game	Module Library and Clases	Ingame time, turn order and turn change									▮								
		Printing information to console										▮							
		Setup of class information/functions									▮								
		Setup for testing functions and later use fs.									▮								
	Algorithims	Material Fluxuation Algorithims									▮								
		Facility/Market Fluxuation Algorithims										▮							
		NPC Descision Algorithim										▮							
	Extra Requirments	Banking System										▮							
		Crafting system										▮							
		Random Events										▮							
	Interfacing	Main Menu											▮						
		Player's Portfolio											▮						
		File management interface & Other											▮						
	File Management	Creating, Saving & Loading Files												▮					
		Link to interface mechanics												▮					
		Directory Management												▮					
	Game Files/Cleanup/Extras	Extras															▮		
		Module Game Files/Random Generation															▮	▮	
		Final Checks																▮	▮
Misc	Online Management (node)	Hosting a server							▮	▮									
		Forced Download							▮	▮									
		Permanet Server	*Whenever possible - not required																
	Launcher	Main App/Interfacing															▮	▮	
		C# Forms execution																▮	
	File Download	Python3 Download								▮									
		C# Download															▮		
		C# File Movement															▮		
	Cleanup	Final Checks															▮	▮	▮
Charts/Diagrams	Diagrams	Gantt Chart											▮					▮	
		Screen Design											▮						
		Data Flow Diagram											▮						
		Structure Diagram											▮						
	Cleanup	Final Checks																▮	