*And Holidays

Broad Project:	Component:	Tasks:	Week 4 Term 1	Week 5 Term 1	Week 6 Term 1	Week 7 Term 1	Week 7 Term 1	Week 8 Term 1	Week 9 Term 1	Week 10 Term 1	Week 1 Term 2	Week 2 Term 2	Week 3 Term 2	Week 4 Term 2	Week 5 Term 2	Week 6 Term 2	Week 7 Term 1	Week 8 Term 2	Week 9 Term 2
Console TicTacToe	Main Game	Main Game Function																	
		Variable grid size																	
		Check Wins																	
		Multiplayer																	
	AI Algorithim	AI Algorithim (Check Lines)																	
		AI Algorithim (Check4Checks)																	
	Cleanup	Input Management																	
		Final Checks																	
Console App (Hangman)	Main Game	Main Game Function																	
		Check Wins																	
	Extra Features	Multiplayer																	
		Read Word File																	
	Cleanup	Display customisation																	
		Input Management																	
		Final Checks																	
VS TicTacToe	Main Game	Main Game Function																	
		Interfacing																	
		Check Wins																	
		Multiplayer																	
	AI Algorithim	AI Algorithim (Check Lines)																	
		AI Algorithim (Check4Checks)																	
	Cleanup	Final Checks																	
CYOAG	File Window	Interfacing																	
		Loading Files																	
		Creating Files																	
		Directory Management																	
	Game Window	Interfacing																	
		Text Scrolling																	
		Chaning Rooms																	
		Inventory																	
		Saving & Loading																	
	Stats Window	Reading Save files																	
		Displaying Information																	
	Game Files/Cleanup	Room Information																	
		Dialouge																	
		Final Checks																	
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																	
Broad Project:	Component:	Tasks:	Week 4 Term 1	Week 5 Term 1	Week 6 Term 1	Week 7 Term 1	Week 7 Term 1	Week 8 Term 1	Week 9 Term 1	Week 10 Term 1	Week 1 Term 2	Week 2 Term 2	Week 3 Term 2	Week 4 Term 2	Week 5 Term 2	Week 6 Term 2	Week 7 Term 1	Week 8 Term 2	Week 9 Term 2