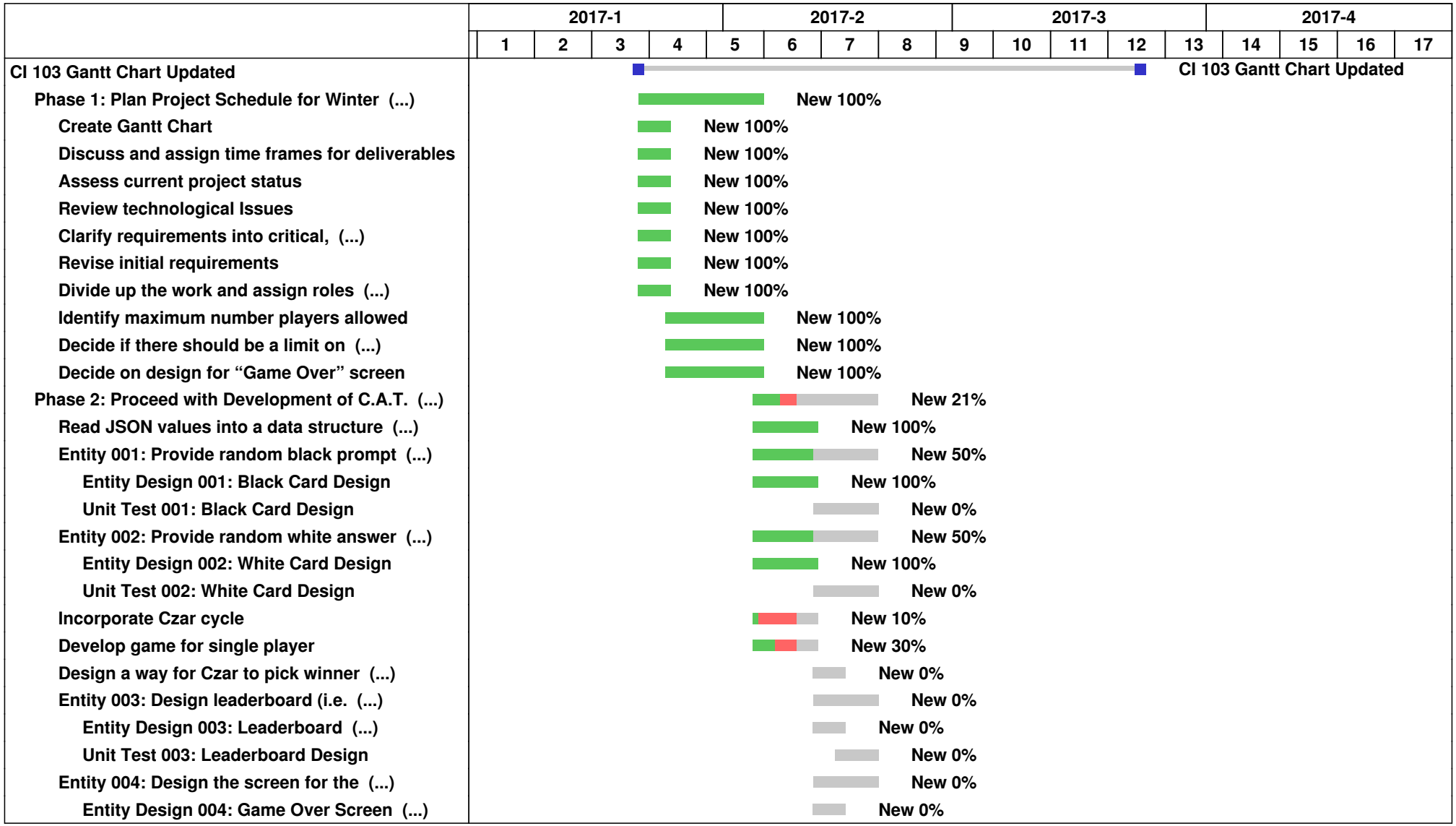
CI 103 Gantt Chart Updated



Component Test 004: Game Over Screen (...)	New 0%
Design the interface within Telegram	New 0%
Entity 005: Design the screen for the (...)	New 0%
Entity Design 005: Winner of Turn (...)	New 0%
Component Test 005: Winner of Turn (...)	New 0%
Expand the game to include multiple (...)	New 0%
Phase 3: Testing and Deployment	New 0%
Run C.A.T. tests for game logic	New 0%
Initial tests for single player with (...)	New 0%
Subsequent tests are for multi-player (...)	New 0%
Run C.A.T. on multiple platforms to (...)	New 0%
Make sure cards show up in random order	New 0%
Prepare presentation	New 0%
Discuss requirements that are future (...)	New 0%
Group live demonstration	New 0%
Seed to classmates for testing and feedback	New 0%
Determine if feedback can add features (...)	New 0%