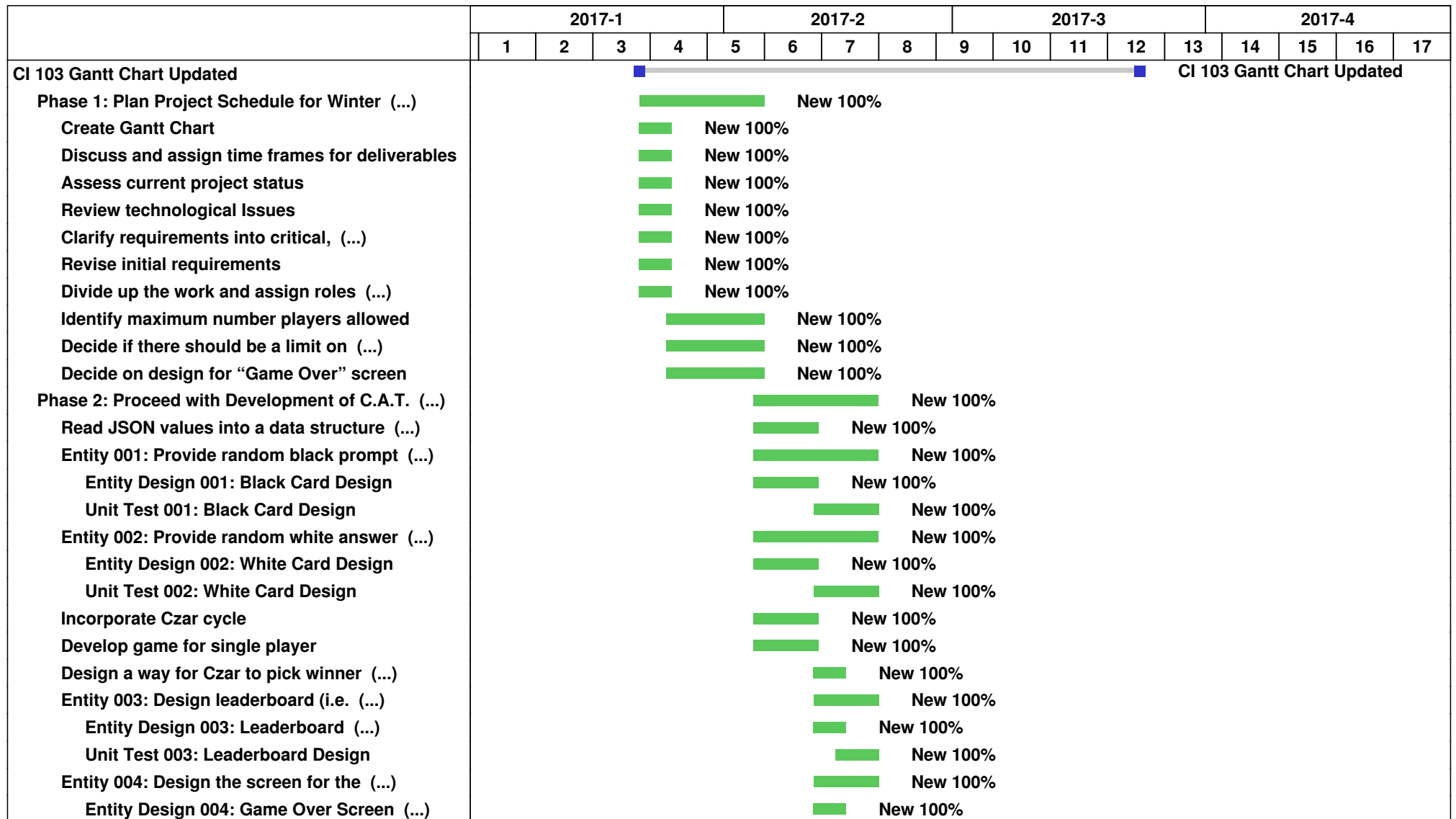



















## CI 103 Gantt Chart Updated



|  |  |
|--|--|
| Component Test 004: Game Over Screen (...)   |  New 100% |
| Design the interface within Telegram         |  New 100% |
| Entity 005: Design the screen for the (...)  |  New 100% |
| Entity Design 005: Winner of Turn (...)      |  New 100% |
| Component Test 005: Winner of Turn (...)     |  New 100% |
| Expand the game to include multiple (...)    |  New 100% |
| Phase 3: Testing and Deployment              |  New 59%  |
| Run C.A.T. tests for game logic              |  New 100% |
| Initial tests for single player with (...)   |  New 100% |
| Subsequent tests are for multi-player (...)  |  New 100% |
| Run C.A.T. on multiple platforms to (...)    |  New 100% |
| Make sure cards show up in random order      |  New 100% |
| Prepare presentation                         |  New 90%  |
| 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%   |