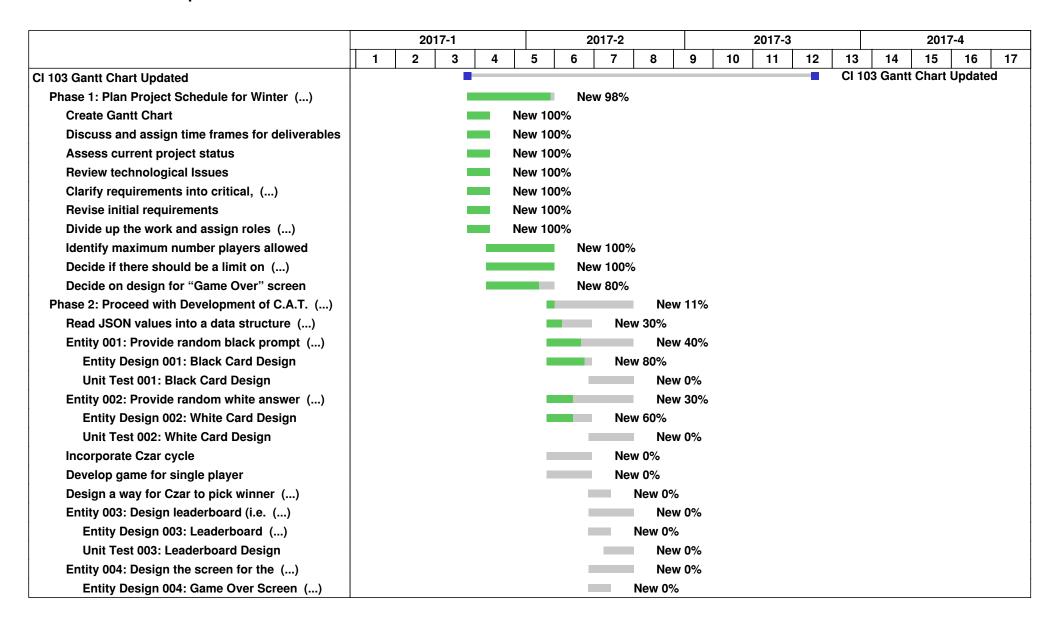
CI 103 Gantt Chart Updated



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Component Test 004: Game Over Screen ()	New 0%
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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%

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