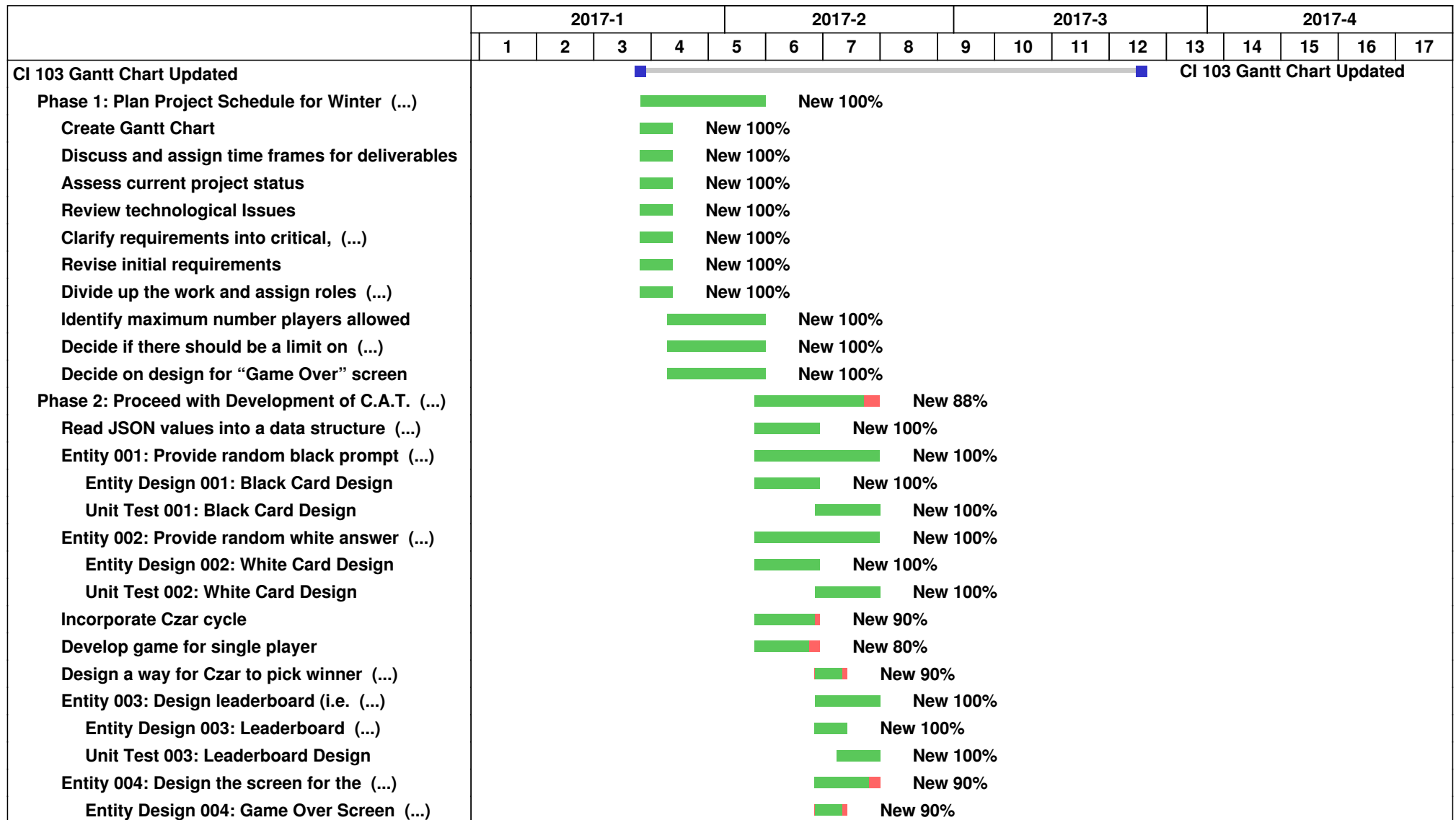
























## CI 103 Gantt Chart Updated



Component Test 004: Game Over Screen (...)	 New 90%
Design the interface within Telegram	 New 60%
Entity 005: Design the screen for the (...)	 New 90%
Entity Design 005: Winner of Turn (...)	 New 90%
Component Test 005: Winner of Turn (...)	 New 90%
Expand the game to include multiple (...)	 New 30%
Phase 3: Testing and Deployment	   New 7%
Run C.A.T. tests for game logic	  New 30%
Initial tests for single player with (...)	  New 40%
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%