CI 103 Gantt Chart Updated

	2017-1					2017-2				2017-3				2017-4				
	1	2		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
CI 103 Gantt Chart Updated														CI 10	3 Gantt	Chart	Update	ed
Phase 1: Plan Project Schedule for Winter ()							Ne	w 70%										
Create Gantt Chart						New 1	00%											
Discuss and assign time frames for deliverables	New 100%																	
Assess current project status						New 1	00%											
Review technological Issues						New 1	00%											
Clarify requirements into critical, ()						New 1	00%											
Revise initial requirements						New 1	00%											
Divide up the work and assign roles ()						New 1	00%											
Identify maximum number players allowed							Ne	w 0%										
Decide if there should be a limit on ()							Ne	w 0%										
Decide on design for "Game Over" screen							Ne	w 0%										
Phase 2: Proceed with Development of C.A.T. ()									New 0%	, D								
Read JSON values into a data structure ()	New 0%																	
Provide random black prompt card to ()	New 0%																	
Provide random white answer cards to ()	New 0%																	
Incorporate Czar cycle	New 0%																	
Develop game for single player	New 0%																	
Design a way for Czar to pick winner ()	New 0%																	
Design a way to keep track of scores ()	New 0%																	
Display winner at the end of each game	New 0%																	
Design the interface within Telegram	New 0%																	
Expand the game to include multiple ()									New 0%	, o								
Phase 3: Testing and Deployment														New	0%			
Run C.A.T. tests for game logic									Nev	v 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%																	

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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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