Week	CCN Milestone	CCN Task	SGSEAM Task
Feb 3 - 7	CCN window starts		
Feb 10 - 14		Set up buildings, meters, and competition in BuildingOS	Finalize stakeholders and assessment approaches
Feb 17 - 21			Choose participants
Feb 24 - 28		Data collection dry run week, troubleshooting and resolve problems	Game developer Development using Lucid APIs
Mar 3 - 7			Finalize interview and survey questionnaires
Mar 10 - 14	Baseline	Collect & verify baseline data	Game developer post-hoc interview
Mar 17 - 21			System admin post-hoc interview
Mar 24 - 28	Competition	Verify baseline data, Collect and verify competition data, Enter data into BuildingOS; Kick-off and other events;	
Mar 31 - Apr 4			
Apr 7 - 11			
Apr 14 - 18		Collect, verify and enter final competition data into BuildingOS	Game designer post-hoc interview; Obtain log data
Apr 21 - 25			Player effectiveness study
Apr 28 - May 2			Player usability survey
May 5 - 9			Game manager post-hoc interview
May 12 - 16			Analyze the data; Interpret strength and weakness; Produce action document