Timeline – Klaudia Biczysko, Justyna Sikora

When?	Who?	What?
February	Justyna, Klaudia	Brainstorming for project ideas
26-27.02	Justyna, Klaudia	Developing mechanics of the game
28.02	Justyna, Klaudia	Designing the statechart
5.03	Klaudia	Implementation of function for choosing a random event from the database
5.03	Justyna	Creating prompts
6-7.03	Justyna, Klaudia	Creating state "question"
9-11.03	Klaudia	Creating the following states: "compare", "correct", "wrong"
9-11.03	Justyna	Creating the following states: "good", "bad", "final"
12.03	Justyna, Klaudia	Testing
12.03	Justyna, Klaudia	Brainstorming for project improvements ideas
13.03	Klaudia	Implementation of Rasa (adding new intents, training and deploying to Heroku)
13.03	Justyna	Improving maxspeech, help and stop functions
16-18.03	Justyna, Klaudia	Creating question database
20.03	Justyna	Implementation of function for choosing a random compliment
20.03	Klaudia	Frontend: background image and colours
21.03	Justyna, Klaudia	Testing and final improvements
21.03	Justyna, Klaudia	Presentation and Powerpoint slides