ID	Name	N	Nov 03, 2 Nov 06, 2022										Nov 13, 2022							Nov 20, 2022							Nov 27, 2022						
	Name		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1	2	3	4
12	Polish aesthetics of the program																																
28	Resolve window resizing issue					-																											
29	Resolve bug with gameIsOver()					-																											
30	Confirm dispose_on_close functionality?					-																											
9	Implement AI algorithm																																
31	Integrate Al into player vs Al game mode											[-																				
11	Implement varying difficulty settings for AI opp											[•						1														
15	Polish features needed to prepare for testing																		→							1							
20	Testing Online play																									→[
21	Testing A.I play																									→[
23	Test if game timer for turn works																									→							
24	Testing buttons from different menus/speed is																									→							
26	Testing game over menu from local play																									→[
25	Testing game over menu from Online play																									→[
27	Testing game over menu from A.I play																									→[
22	Testing Othello and Reversi ruleset																									→[
17	Add additional features																									→[
18	Cleanup and optimization																									▶							
19	Final release																														>		
32	Add "Play Again" functionality for network games																																
33	Add way to exit game and return to menu					•																											