		M1		M2		M3
Task and its short description	15.03–15.04	15.04–15.05	15.05–15.06	15.06–15.07	15.07–15.08	15.08–15.09
T1.1: Research on social behaviour DL concepts	█					
T1.2: Research on game difficulty DL adaptation concepts	█					
T2.1: Selection of social behaviour DL architectures	█					
T2.2: Selection of the suitable datasets	█					
T2.3: Selection of the best performing DL model	█	█				
T3.1: Adaptation of the chosen DL architecture		█	█			
T3.2: Initial training and evaluation of the adapted architecture			█	█		
T4.1: Preparation of the experimentation setup				█		
T4.2: Real-life evaluation of the DL model				█	█	
T5.1: Combining reports from the previous deliverables					█	
T5.2: Detailed description of the real-world experimentation					█	█
T5.3: Creation of the proper visualisations of the evaluation results						█
T5.4: Iterative corrections with the supervisors						█