GANTT CHART

WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	PCT OF TASK COMPLETE
1	**GUI**					
1.1	Start screen		9/14	9/18	5	0%
1.1.1	human vs human button	MG	9/14	9/15	2	0%
1.1.2	human vs AI button	MG	9/14	9/15	2	0%
1.1.3	Game rules	TW	9/15	9/18	4	0%
1.1.4	Game settings	TW, MG	9/15	9/18	4	0%
1.2	Game screen		9/18	9/20	3	0%
1.2.1	Tiles visualization	NB, NP	9/18	9/18	1	0%
1.2.2	Player visualization	MAD, MES	9/19	9/19	1	0%
2	**GAME**					
2.1	Implement the rules of the game		9/15	9/26	12	0%
2.1.1	Tile memory representation	MAD, MG, NB	9/15	9/19	3	0%
2.1.2	Implementing the pool	NP, TW	9/20	9/21	2	0%
2.1.3	Splitting tile groups	MAD, MES, MG	9/21	9/26	4	0%
2.1.4	Same numbers but different colors (set/group)	MAD, MES	9/19	9/21	3	0%
2.1.5	Consecutive numbers of the same color (run)	MG, MES	9/19	9/21	3	0%
2.2	Create number and joker tiles	TW, NB	9/15	9/18	2	0%
2.3	Randomly dealt tiles	NB, NP	9/26	9/26	1	0%
2.4	Game state implementation	TW, MG	9/27	10/02	4	0%
2.5	Interacting with tiles and board	MAD, NB	10/02	10/04	3	0%
3	**Report and Presentation**					
3.1	Presentation				7	0%
3.1.1	Presentation Structure	MAD, TW	10/04	10/06	3	0%
3.1.2	Presenation slides	MG, NB	10/04	10/06	3	0%
3.1.3	Practice	ALL	10/06	10/08	3	0%
3.3	Report				10	0%
3.3.1	Researching AI algorithms	MES, NP, NB	10/03	10/08	9	0%
3.3.2	Literature Reading	ALL	10/03	10/08	9	0%
3.3.3	Introduction	MG, MAD, TW	10/06	10/10	7	0%
3.3.4	References list	MG, MAD, TW	10/06	10/10	7	0%
4	**Miscellaneous**					
4.1	Experiments	ALL	10/11	10/16	6	0%
4.2	Testing and bug fixing	ALL	9/15	10/16	32	0%
4.3	Merging / E2E Tests	ALL	9/15	10/16	32	0%
4.4	Planning phase 2	ALL	10/12	10/16	5	0%

^ Due Date