	September	October	November	December	January	Febraury	March	April	May
	0	5	10	15		20	25	30	35
1) BACKGROUND RESEARCHES									
a) Disabilities: causes and detection									
b) Intervention: Early Start Denver Model (ESDM)									
c) Intervention: Applied Behavior Analysis (ABA)									
d) Additional Researches									
2) HARDWARE SOLUTION									
a) Identify necessary components									
b) Ordering and receiving components									
c) Testing									
3) SOFTWARE SOLUTION									
a) Identify types of games to make									
b) Programming the first game									
c) Programming the second game									
4) INTERFACING HARDWARE AND SOFTWARE									
a) DLPDLCR2000EVM - Raspberry Py comunication									
b) Programmed games - Touchscreen projector									
c) EEG Cap - Games synchronization									
5) EEG CAP - ENOBIO 20									
a) Application Rasearches									
b) MATLAB configuration									
c) Python integration									
6) ADDITIONAL SOFTWARE GAMES									
a) Identify types of games to make									
b) Programming			_						
7) PROGRESS REPORT									
a) Organising/Structuring report									
b) Report writing									
8) MACHINE/DEEP LEARNING CLASSIFICATION									
a) Identify data problems									
b) Reconstruct Dataset									
c) Training/Testing Designed Models									
9) FINAL REPORT									
a) Organising/Structuring report									
b) Report writing									
10) Project Viva									