

Task	Start Date	Months	Weeks to complete
1) BACKGROUND RESEARCHES		0 September	28
a) Disabilities: causes and detection		0 September	3
b) Intervention: Early Start Denver Model (ESDM)		3 September	2
c) Intervention: Applied Behavior Analysis (ABA)		8 October	3
d) Additional Researches		22 Febraury	6
2) HARDWARE SOLUTION		2 September	4
a) Identify necessary components		2 September	1
b) Ordering and receiving components		3 September	1
c) Testing		4 October	2
3) SOFTWARE SOLUTION		3 September	5
a) Identify types of games to make		3 September	1
b) Programming the first game		4 October	3
c) Programming the second game		6 October	2
4) INTERFACING HARDWARE AND SOFTWARE		4 October	5
a) DLPDLCR2000EVM - Raspberry Py communication		4 October	1
b) Programmed games - Touchscreen projector		5 October	2
c) EEG Cap - Games synchronization		7 October	2
5) EEG CAP - ENOBIO 20		6 October	3
a) Application Rasearches		6 October	1
b) MATLAB configuration		7 October	2
c) Python integration		7 October	2
6) ADDITIONAL SOFTWARE GAMES		9 November	8
a) Identify types of games to make		9 November	2
b) Programming		11 November	6
7) PROGRESS REPORT		9 November	2
a) Organising/Structuring report		9 November	1
b) Report writing		10 November	1
8) MACHINE/DEEP LEARNING CLASSIFICATION		17 January	11
a) Identify data problems		17 January	3
b) Reconstruct Dataset		20 Febraury	2
c) Training/Testing Designed Models		22 Febraury	6
9) FINAL REPORT		27 March	4
a) Organising/Structuring report		27 March	1
b) Report writing		28 April	3
10) Project Viva		31 April	2