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