

Task Number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Initial discussion with Computer Science Teacher	Get my idea approved by advisor	½ hour	12/01/18	A
2	Primary interview with client	Establish initial problem and begin proposing potential solutions	½ hour	12/02/18	A
3	Secondary interview with client	Finalize solution and criteria for success	1 hour	12/05/18	A
4	Finalize app design	UI sketches finalized and program logic	3 hours	12/07/18	B
5	Begin programming	Create XCode project and begin spritekit app	½ hour	12/08/18	C
6	Create physics environment for cars	Car can move from side to side and road moves	1 hour	12/10/18	C
7	Create spawn of enemy sprites	Enemy sprites restart game on collision	2 hours	12/12/18	C
8	Create scoring mechanism	Finish scoring mechanism that finds position of car in relation to enemies and calculates points	2 hours	12/14/18	C
9	Create game menu	Create attractive game menu with two options: AI and normal play	1 hour	12/16/18	C
10	Begin researching	Learn how to	2 hours	12/17/18	D

	neural networks	develop AI in game			
11	Incorporate AI in game	Implement basic neural network in game	2 hours	12/18/18	D
12	Create mechanism for AI to learn how to play game	AI can successfully be trained to play game and copies user's play style	4 hours	12/20/18	D
13	Create mechanism to allow users to save their AI	Users can play the game and save an AI with their game play	2 hours	12/25/18	D
14	Finish program, finalize testing	Ensure product runs smoothly and is documented	2 hours	12/26/18	D
15	Meet with client	Finalize project, ensure success criteria was met	½ hour	01/3/19	D
16	Gauge success of app	Finish evaluations in order to evaluate how successful product was in meeting criteria for success	2 hours	01/4/19	E
17	Put app on app store	Upload app to Apple App Store	1 hour	01/5/19	E