Week 6:
- Finish planning
    - Preliminary Project Development Plan
    - Preliminary Project Design
- Flesh out details of the game knowledge base

Week 7:
- Set up CLIPS project/environment
- Decide facts and rules of the game knowledge base
- Design game states like health, supplies, and progress

Week 9:
- Create basic facts for the game (player stats, resources)
- Write simple rules for game decisions
- Test rules firing in CLIPS
- Make sure inference works correctly

Week 10:
- Build game loop using CLIPS rules
- Implement player choices
- Update facts based on player actions

Week 11:
- Add more rules for events (weather, sickness)
- Improve design logic
- Handle win and lose conditions

Week 13:
- Add randomness using CLIPS functions
- Test different scenarios

Week 14:
- Make prompts clear and easy to follow
- Improve game flow
- Fix bugs

Week 15:
- Integrate all parts of the game
- Run full playthrough tests
- Check that rules fire correctly in all cases

Week 16:
- Final testing and debugging
- Practice presentation