

## ReadySet Go Release Plan

Week	Features	Use Cases
10/19	Implement User Registration and Login	1,2
10/26	Begin User Profile interaction	3,7
11/2	Implement Research AI Training	8,10
11/9	Implement Saved Games for Users	5,9
11/16	Presentations	
11/23	Finals Week	
<b>Winter Break Begins</b>		
11/30-1/11	Code Review, Bug Fixes, Code Revisions, Client Feedback Revisions	
12/7		
12/14		
12/21		
12/28		
1/4	Look into Gameplay Features	
1/11	Gameplay Features	
<b>Winter Break Ends</b>		
1/18	Begin Implementing Gameplay	5
1/25		
2/1		
2/8		
2/15	Finish implementing gameplay	5
2/22	Implement View Game Replay	4
3/1		
3/8		
3/15	Code Review	
3/22	Documentation	
3/29	Client Acceptance Tests, Bug Fixes	
4/5	Testing and Deployment	
4/12	Testing and Deployment	
4/19	Presentation Preparation	

