

## 3XA3: Team Project

9-Nov-2018

<http://>

Project manager

Project dates

25-Sep-2018 - 7-Dec-2018

Completion

7%

Tasks

60

Resources

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Developing the clasical Snake game using python and front-end development languages.

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## Tasks

Name	Begin date	End date
Development Plan	25/09/18	28/09/18
Team Meeting Plan	25/09/18	25/09/18
Team Communication Plan	25/09/18	25/09/18
Copy_Team Communication Plan	25/09/18	25/09/18
Team Member Roles	25/09/18	25/09/18
Git workflow plan	25/09/18	25/09/18
Proof of Concept	26/09/18	26/09/18
Technology	26/09/18	26/09/18
Coding Style	27/09/18	27/09/18
Project Schedule	27/09/18	27/09/18
Project review	28/09/18	28/09/18
Requirements Document Revision	01/10/18	05/10/18
Project Drivers	01/10/18	02/10/18
Functional Requirements	02/10/18	03/10/18
Non-Functional Requirements	03/10/18	04/10/18
Project Issues	03/10/18	04/10/18
Push & Tag Document	05/10/18	05/10/18
SpellCheck	04/10/18	04/10/18
Proof of Concept Demonstration	10/10/18	15/10/18
Snake Body & Movement	10/10/18	11/10/18
Home Page GUI	11/10/18	12/10/18
Border Boundaries	15/10/18	15/10/18
Test Plan Revision	19/10/18	25/10/18
General Information	19/10/18	22/10/18
Plan	19/10/18	22/10/18
System Test Description	22/10/18	23/10/18

## Tasks

Name	Begin date	End date
Tests for Proof of Concept	23/10/18	25/10/18
Tests for Functional Req.	23/10/18	25/10/18
Tests for Non-Functional Req.	23/10/18	24/10/18
Comparison to Existing Implementation	24/10/18	25/10/18
Unit Test Plan	24/10/18	25/10/18
Design & Document Revision	31/10/18	05/11/18
Anticipated and Unlikely Changes	05/11/18	05/11/18
Introduction	31/10/18	31/10/18
Module Hierarchy	01/11/18	02/11/18
Connction between Requirements and Design	31/10/18	02/11/18
Module Decomposition	31/10/18	05/11/18
Traceability Matrix	31/10/18	05/11/18
Use Heirarchy between modules	02/11/18	05/11/18
MIS	02/11/18	05/11/18
Interface - Doxygen	02/11/18	05/11/18
Food & barriers - Doxygen	02/11/18	05/11/18
Snake body & movement - doxygen	02/11/18	05/11/18
Implementation	06/11/18	15/11/18
highscore	12/11/18	13/11/18
Gameplay	06/11/18	15/11/18
init	06/11/18	07/11/18
Interface	06/11/18	15/11/18
Food	08/11/18	08/11/18
Themes	13/11/18	15/11/18
Testing	13/11/18	15/11/18

## Tasks

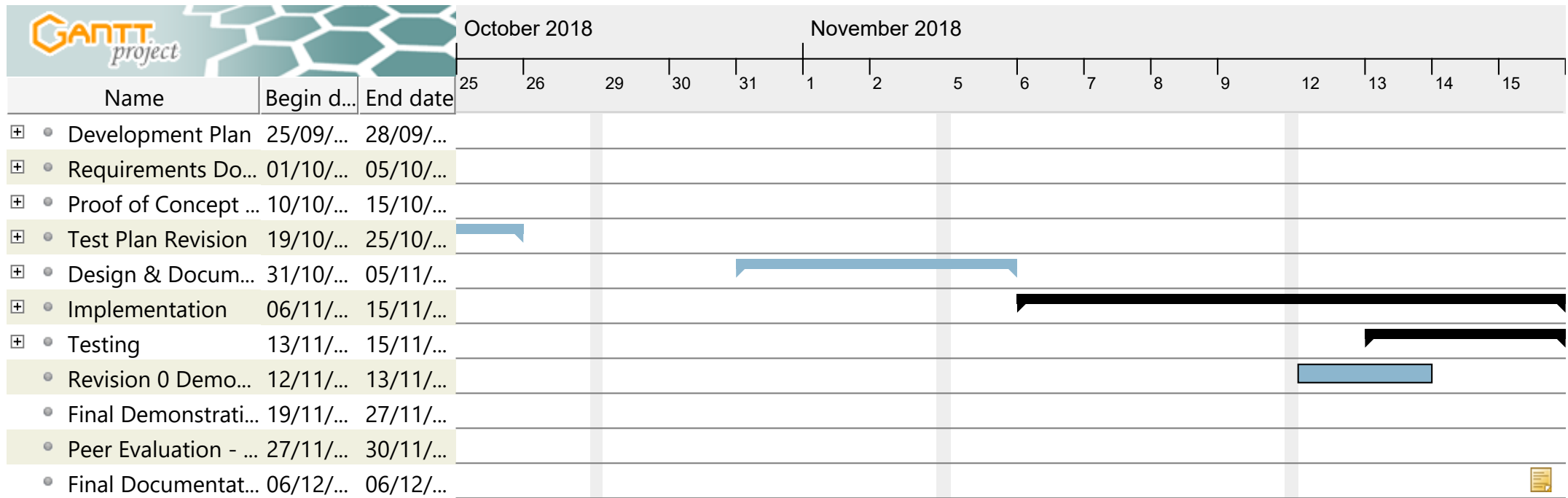
Name	Begin date	End date
System/Integration testing	13/11/18	13/11/18
<i>Will be done throughout the development process to check if everything works together correctly. Closer to the final date, peers will be asked to try the game as part of system testing.</i>		
Gameplay - white box testing	14/11/18	15/11/18
Interface - white box testin	14/11/18	15/11/18
highscore - whitebox testing	14/11/18	15/11/18
Themes - white box	14/11/18	15/11/18
Revision 0 Demonstration	12/11/18	13/11/18
Final Demonstration	19/11/18	27/11/18
Peer Evaluation - Final Demo	27/11/18	30/11/18
Final Documentation	06/12/18	06/12/18
<i>Problem Statement</i>		
<i>Development Plan</i>		
<i>Requirements Document</i>		
<i>Design Document</i>		
<i>Test Plan</i>		
<i>Test Report</i>		
<i>Users Guide (optional)</i>		
<i>Source Code</i>		

Resources

Name	Default role
Andy	Main Programmer   Requirements Documentation
Usman	Main Programmer   Requirements Documentation
Vaibhav	Git master   Testing Requirements
Varun Hooda	TA
Dr. Bokhari	Course Professor

## Gantt Chart

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Resources Chart

