

# 3XA3: Team Project

4-Dec-2018

<http://>

Project manager

Project dates

25-Sep-2018 - 4-Dec-2018

Completion

96%

Tasks

74

Resources

5

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Developing the classical 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	26/09/18	26/09/18
Git workflow plan	26/09/18	26/09/18
Proof of Concept	27/09/18	27/09/18
Technology	27/09/18	27/09/18
Coding Style	28/09/18	28/09/18
Project Schedule	28/09/18	28/09/18
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	02/10/18	03/10/18
Project Issues	04/10/18	04/10/18
Push & Tag Document	05/10/18	05/10/18
SpellCheck	04/10/18	04/10/18
Proof of Concept Demonstration	08/10/18	11/10/18
Snake Body & Movement	08/10/18	09/10/18
Home Page GUI	09/10/18	10/10/18
Border Boundaries	11/10/18	11/10/18
Test Plan Revision	12/10/18	26/10/18
General Information	12/10/18	12/10/18
Plan	15/10/18	15/10/18
System Test Description	17/10/18	18/10/18

## Tasks

Name	Begin date	End date
Tests for Proof of Concept	22/10/18	24/10/18
Snake Module	22/10/18	22/10/18
<ul style="list-style-type: none"> <li>- Test for appropriate reaction to snake movements based on keyboard presses.</li> <li>- initialization of snake object</li> <li>- Requirements involving the Snake module (see Test Plan requirements)</li> </ul>		
Interface Module	22/10/18	22/10/18
<ul style="list-style-type: none"> <li>- Test functionality within the user interface including mouse clicks towards edge of buttons and clicking window windows (exit, maximize, minimize)</li> </ul>		
Food Module	22/10/18	22/10/18
Non-functional requirements survey	23/10/18	24/10/18
<ul style="list-style-type: none"> <li>- create a survey for peers to fill out upon playing a demo of the game. The survey can be done in any means but it is recommended to use google forms for ease of use.</li> <li>- Add questions as you find appropriate and show to family and peers</li> </ul>		
Comparison to Existing Implementation	25/10/18	26/10/18
Unit Test Plan	25/10/18	26/10/18
Design & Document Revision	29/10/18	06/11/18
Anticipated and Unlikely Changes	29/10/18	29/10/18
Introduction	29/10/18	29/10/18
Module Hierarchy	30/10/18	30/10/18
Connction between Requirements and Design	30/10/18	30/10/18
Module Decomposition	31/10/18	01/11/18
Traceability Matrix	01/11/18	01/11/18
Use Heirarchy between modules	02/11/18	02/11/18
MIS	05/11/18	06/11/18
Interface   Hlghscore   Theme - Doxygen	05/11/18	06/11/18
Food   init - Doxygen	05/11/18	06/11/18
Snake   Gameplay - doxygen	05/11/18	06/11/18
Module Implementation	07/11/18	14/11/18

## Tasks

Name	Begin date	End date
highscore	07/11/18	07/11/18
Gameplay	07/11/18	08/11/18
init	09/11/18	09/11/18
Interface	07/11/18	08/11/18
Food	09/11/18	09/11/18
Themes	13/11/18	14/11/18
Snake	12/11/18	12/11/18
Food	12/11/18	12/11/18
Testing	15/11/18	19/11/18
System/Integration testing	15/11/18	15/11/18
<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 - unit testing	16/11/18	16/11/18
Interface - manual/integrated testing	19/11/18	19/11/18
Themes - integrated testing	16/11/18	16/11/18
Revision 0 Demonstration	20/11/18	20/11/18
Meeting to run through Rev 0 Demo	20/11/18	20/11/18
Final Demonstration	21/11/18	27/11/18
Presentation Slides - Draft 1	22/11/18	22/11/18
Presentation practice	23/11/18	23/11/18
Edit slides	23/11/18	26/11/18
Improve Game Interface	21/11/18	21/11/18
<i>Some elements to improve:</i>		
<i>- color contrast</i>		
<i>- color schemes and layout</i>		
<i>- font</i>		
Peer Evaluation - Final Demo	27/11/18	27/11/18

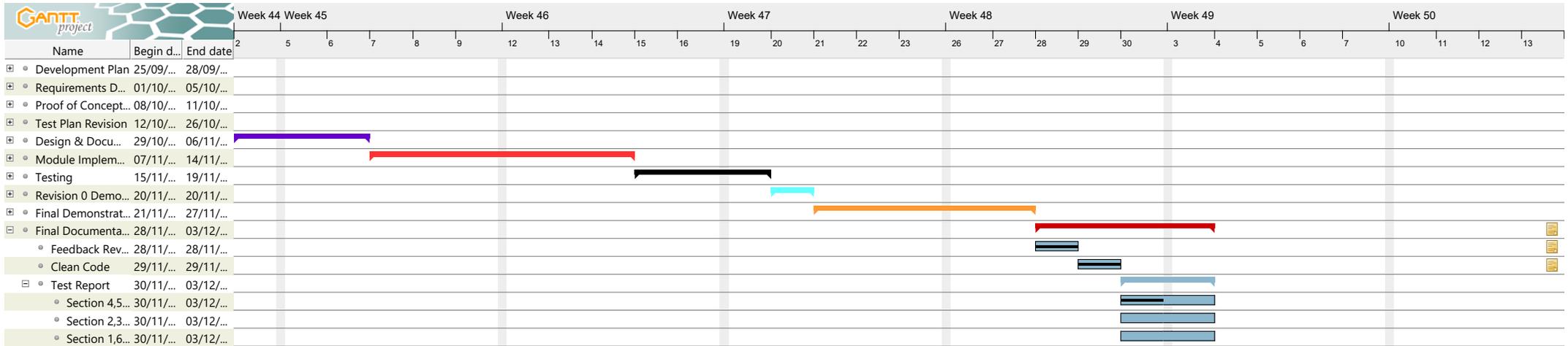
## Tasks

Name	Begin date	End date
<b>Final Documentation</b> <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>	28/11/18	03/12/18
<b>Feedback Revision</b> <i>Each member will apply the feedback given in each document for their specific part. In order to ensure completeness, the team will meet and go through each point of feedback to make sure it has been fixed by one of the three members.</i>	28/11/18	28/11/18
<b>Clean Code</b> <i>- any repeated constant declarations, unnecessary comments and sections that have been commented out for testing</i> <i>- folder organization of images and other files</i>	29/11/18	29/11/18
<b>Test Report</b>	30/11/18	03/12/18
Section 4,5 and 8	30/11/18	03/12/18
Section 2,3 and 9	30/11/18	03/12/18
Section 1,6 and 7	30/11/18	03/12/18

## 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



## Resources Chart

