007 (Team 7)

Project manager

Project dates   Sep 20, 2016 - Dec 8, 2016

Completion   4%

Tasks   62

Resources   4

Tasks

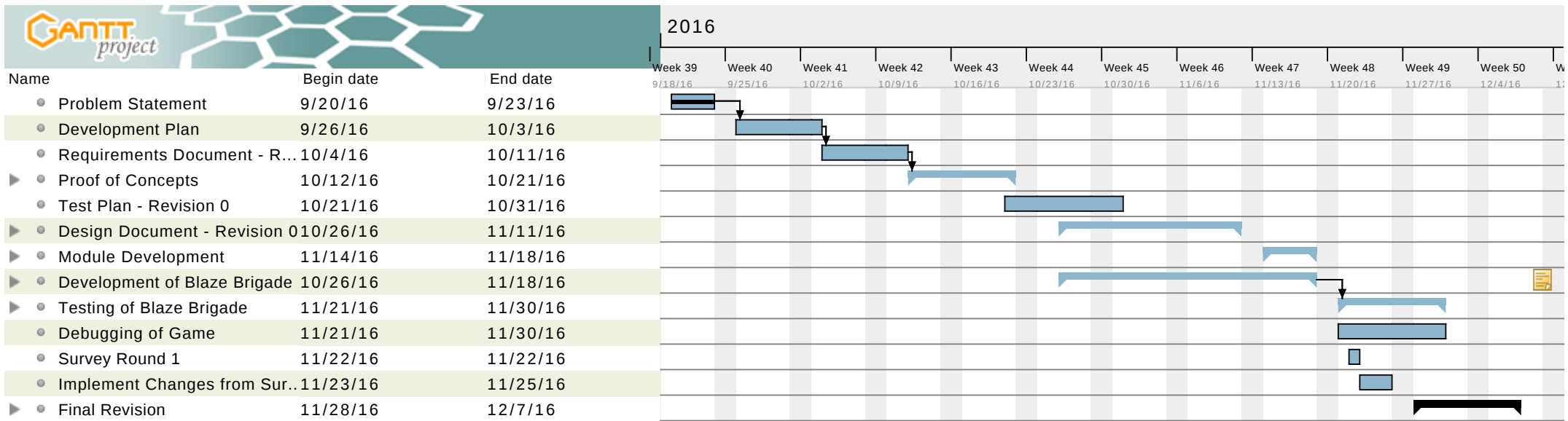| Name	Begin date	End date
Problem Statement	9/20/16	9/23/16
Development Plan	9/26/16	10/3/16
Requirements Document - Revision 0	10/4/16	10/11/16
Proof of Concepts	10/12/16	10/21/16
PoC Implementation	10/12/16	10/18/16
PoC Demonstation	10/19/16	10/21/16
Test Plan - Revision 0	10/21/16	10/31/16
Design Document - Revision 0	10/26/16	11/11/16
Module Interface Spec	10/26/16	11/11/16
Module Guide	10/26/16	11/11/16
Module Development	11/14/16	11/18/16
M4: Menu Module	11/14/16	11/18/16
M5: Model Module	11/14/16	11/18/16
M6: GUI Module	11/14/16	11/18/16
Development of Blaze Brigade	10/26/16	11/18/16
-This will be broken down into several smaller tasks once we're certain on what needs to be accomplished		
Sprint 1 Implementation	10/26/16	10/31/16
Menu Creation	10/26/16	10/31/16
Unit Highlight	10/26/16	10/31/16
Unit Movement	10/26/16	10/31/16
Unit Animation	10/26/16	10/31/16
Sprint 1 Unit Testing	10/26/16	10/31/16
Unit Test: Unit Movement	10/26/16	10/31/16
Unit Test: Unit State	10/26/16	10/31/16
Sprint 2 Implementation	11/1/16	11/11/16

Name	Begin date	End date
Additional Units	11/1/16	11/11/16
Combat System	11/1/16	11/11/16
Unit Collision	11/1/16	11/11/16
Unit Moveability	11/1/16	11/11/16
Sprint 2 Unit Testing	11/1/16	11/11/16
Unit Test: Combat	11/1/16	11/11/16
Unit Test: Additional Unit	11/1/16	11/11/16
Sprint 3 Implementation	11/14/16	11/18/16
Add Obstacles	11/14/16	11/18/16
Add Full Army	11/14/16	11/18/16
Sprint 3 Unit Testing	11/14/16	11/18/16
Unit Test: Obstacles	11/14/16	11/18/16
Unit Test: Full Army State	11/14/16	11/18/16
Testing of Blaze Brigade	11/21/16	11/30/16
Structural Testing	11/21/16	11/23/16
Check: Structure of Code	11/21/16	11/23/16
Check: Correct design behaviour	11/21/16	11/23/16
Static Testing	11/21/16	11/23/16
Check and Document: Code Inspections	11/21/16	11/23/16
Check and Document: Proof for Correctness	11/21/16	11/23/16
Integration Testing	11/23/16	11/24/16
Testing of Modules	11/23/16	11/24/16
System Testing	11/24/16	11/28/16
Check: Manual system walkthrough	11/24/16	11/28/16
Check: Automated system walkthrough	11/24/16	11/28/16
Check: Game's stress testing	11/24/16	11/28/16
User Acceptance Testin	11/25/16	11/28/16
Check: User's functional requirements are valid	11/25/16	11/28/16

Tasks

Name	Begin date	End date
Check: User's non-functional requirements are valid	11/25/16	11/28/16
Release Testing	11/29/16	11/30/16
Check: Installation and Setting up guide	11/29/16	11/30/16
Check: Game functional on other computers	11/29/16	11/30/16
Debugging of Game	11/21/16	11/30/16
Survey Round 1	11/22/16	11/22/16
Implement Changes from Survey Feedback	11/23/16	11/25/16
Final Revision	11/28/16	12/7/16
Final Demonstation (Revision 1)	11/28/16	12/2/16
Final Documentation (Revision 1)	11/28/16	12/7/16

Resources

Name	Default role
Susan Yuen	Graphic Designer
Thien Trandinh	Gameplay Mechanic
Jeremy Klotz	Algorithm Specialist
Asad Mansoor	Product Architect

Gantt Chart

Name	Begin date	End date
Problem Statement	9/20/16	9/23/16
Development Plan	9/26/16	10/3/16
Requirements Document - R...	10/4/16	10/11/16
Proof of Concepts	10/12/16	10/21/16
Test Plan - Revision 0	10/21/16	10/31/16
Design Document - Revision 0	10/26/16	11/11/16
Module Development	11/14/16	11/18/16
Development of Blaze Brigade	10/26/16	11/18/16
Testing of Blaze Brigade	11/21/16	11/30/16
Debugging of Game	11/21/16	11/30/16
Survey Round 1	11/22/16	11/22/16
Implement Changes from Sur..	11/23/16	11/25/16
Final Revision	11/28/16	12/7/16

Resources Chart

Name	Default role	Week 39 9/18/16	Week 40 9/25/16	Week 41 10/2/16	Week 42 10/9/16	Week 43 10/16/16	Week 44 10/23/16	Week 45 10/30/16	Week 46 11/6/16	Week 47 11/13/16	Week 48 11/20/16	Week 49 11/27/16	Week 50 12/4/16
▶ ◉ Susan Yuen	Graphic Desi...	33%	25%	25%	25%		75%	50%	50%	50%		50%	25%
▶ ◉ Thien Trandinh	Gameplay M...	33%	25%	25%	25%		75%	50%	50%	50%		50%	25%
▶ ◉ Jeremy Klotz	Algorithm Sp...	33%	25%	25%	25%		75%	50%	50%	50%			25%
▶ ◉ Asad Mansoor	Product Arch...		25%	25%	25%		75%	50%	50%	50%			25%