

BlazeBrigadeGanttChart

Oct 30, 2016

007 (Team 7)

<http://>

Project manager

Project dates

Sep 20, 2016 - Dec 8, 2016

Completion

4%

Tasks

32

Resources

4

Tasks

2

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
Development of Blaze Brigade	10/26/16	11/18/16
<i>-This will be broken down into several smaller tasks once we're certain on what needs to be accomplished</i>		
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
Sprint 2 Implementation	11/1/16	11/11/16
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
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

Tasks

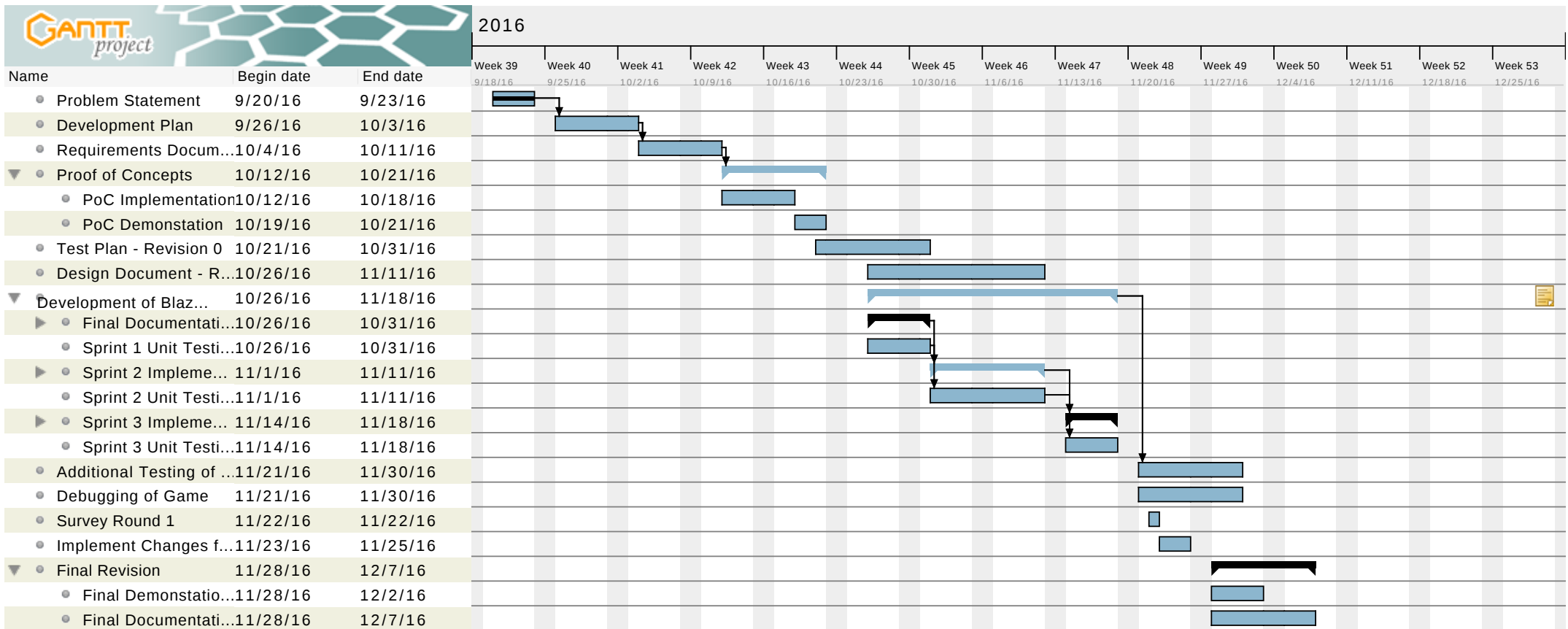
Name	Begin date	End date
Additional Testing of Game	11/21/16	11/30/16
Debugging of Game	11/21/16	11/30/16
Survey Round 1	11/22/16	11/22/16
Implement Changes from Survey Feedback	11/23/16	11/25/16
Final Revision	11/28/16	12/7/16
Final Demonstation (Revision 1)	11/28/16	12/2/16
Final Documentation (Revision 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

5



Resources Chart

