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| **WEEKS** | **Andrew Noorbergen** | **Tyson Jones** | **Nicholas Bond** | **Conner Sinadinovic** | **Alex Joy** |
| **1** | Assignment of tasks | Assignment of tasks | Assignment of tasks | Assignment of tasks | Assignment of tasks |
|  | **Week one milestone: Everyone is assigned a task and understands what they have to do and when it needs to be completed.** | | | | |
| **2** | Brainstorming and producing the template for the group website, where all the assignment work will be displayed. As well as the creation of the GitHub repository and Microsoft Teams chat. | Completing the Team Profile and Tools and Technology (under Project Description) portions of the Assignment. Containing personal group information and tools and technologies that will be used. | Working on the initial phase of the storyboard needed for Assignment 5. As both Assignments 3 and 5 are due together, assignment five tasks are conjoined with threes tasks and timeline. | Working to complete the Aims section of the Product Description. Collaborating with other members and identifying the main reason for the application. | Working to complete the Overview section of the Project description. Also going through others work and adding to the overview before the end of the week. |
|  | **Week two milestone: Ability to access the repository and make first commits.** | | | | |
| **3** | Continuation of last week’s work. Updating the website and maintaining the Microsoft Teams chat and meetings, as well as completing a UI concept for how the program will look like for the users. | Starting to finalize the story concept and completing the Assignment 5 draft. Getting through all the main concepts of Assignment 5, to understand how it impacts the application.  Working on more sections of the Project Description such as Roles, skills and jobs and tools and technologies. Progressing through the written documentation parts of the assignment. |  | Working to complete the testing and risks section of Assignment 3. Establishing all the risks involved with the application as well as the development of testing methods to test the application when complete. | Creating the timeline for the project/application. Having all the tasks and group member duties outlined in a table format. This table will then be updated throughout the Assignments. |
|  | **Week three milestone: Completion of our website, so work can be added and viewed.** | | | | |

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| **4** | More work on the prototype for the application. Assuring it has all the attributes listed and described on the UI concept sheet. (work on main asset) | Finishing drafts for all the specific sections of the Project Description and adding more details as others finish their work. Allowing all the work to flow instead of chunk up into separate sections. | Working on the scrip and video for the game, developed from the story concept created last week. Enabling the adventure-based game to be interesting instead of computer generated. | Finishing drafts of the testing and risks, so they can be viewed by other members. Starting on scope and limits of the application. Ensuring additional information is added to previous sections. | Continuation on the timeline and starting on the plans and progress section of the project Descriptions. As well as updating previous work with any new found relevant information |
|  | **Week four milestone: 70% of the documentation complete.** | | | | |
| **5** | Continuation on last week’s work, getting as much done with the prototype as possible. Ensuring all the UI elements are put in. | Checking all sections of the Project Description to ensure there are no errors. Finalizing the team profile, roles, skills and jobs as well as tools and technology portions of the Product Description. | Continuation on the script and video for the game section for the application. This section is tied with Assignment 5 and is given extra time to complete. | Checking all the sections of the documentation and finalizing the scope and limits of the Project Description. | Continuation on updating the timeline as well as finalizing plans and progress and group process/communication sections of the Documentation. |
|  | **Week five milestone: Everyone’s written work is checked together as a group and modified accordingly.** | | | | |
| **6** | Finalization of prototype application. Start of the compilation of work including, artifacts, PDF Report and GitHub website. Also, the completion of the group reflection and SparkPLUS. | Finalization of updated input to work (including references if not done already). Start of group reflection and SparkPLUS. | Finalization of updated input to work (including references if not done already). Start of group reflection and SparkPLUS. | Finalization of updated input to work (including references if not done already). Start of group reflection and SparkPLUS. | Finalization of updated input to work (including references if not done already). Start of group reflection and SparkPLUS. |
|  | **Week six milestone: Work for Assignment 3 and 5 checked, completed and submitted on the 21st of February 2021.** | | | | |
| **7** | Making sure that all the Group reflections are completed and further development into making the application multi-platform. So, the application can run on all platforms not only android. | Making sure that all the Group reflections are completed. Making contributions to the end product and recommending friends and family to use the application and give their thoughts. | Making sure that all the Group reflections are completed. Allowing friends and family to use the application and trial all its features. | Making sure that all the Group reflections are completed. Using and recommending he program to target audiences to see what needs to be changed. | Making sure that all the Group reflections are completed. Updating timeline. Collecting data of everyone’s experiences of the program for the testing phase. |
|  | **Week Seven milestone: Beginning of the testing phase.** | | | | |
| **8** | Further development into making the application multi-platform. So, the application can run on all platforms not only android. As well as finishing off the functional aspects of the application. | Documenting the use of other target users and researching and discussing ways to improve the program. | Documenting the use of other target users and researching and discussing ways to improve the program. | Documenting the use of other target users and researching and discussing ways to improve the program. As well as updating and adding new story scripts to the application. | Starting the advertising process of the development process. Inquire on social media advertising and designing and implementing interactive adds. |
|  | **Week Eight milestone: Refinement of the testing and developing the end application.** | | | | |
| **9** | Finalizing the functional and UI aspects of the application by implementing all the recorded data from two weeks of testing. (testing will go on and changes will be implemented through the life of the application) | Finalizing all the documentation that will be accessible to users on the website e.g., Help page and developer information. | Finalizing all the documentation that will be accessible to users on the website e.g., Help page and developer information. | Finalizing the functional and UI aspects of the application by implementing all the recorded data from two weeks of testing. | Publishing adds on social media applications to targeted users, as well as developing a survey for users to voluntarily complete after the first use of the application. |
|  | **Week Nine milestone: Finishing the end product and website.** | | | | |
| **10** | Finding and fixing any bugs that users have encountered in the first weeks of use. | Gathering data from first use survey and documenting findings. (this process can be seen repeated through the timeline as this is an essential part of developing the program) | Gathering data from first use survey and documenting findings. (this process can be seen repeated through the timeline as this is an essential part of developing the program) | Finding and fixing any bugs that users have encountered in the first weeks of use. (this process can be seen repeated through the timeline as this is an essential part of developing the program) | Inquiring and researching on more digital advertising venues, where target audiences can view the application. As well as updating time line. |
|  | **Week Ten milestone: Start of the Application Monitoring stage.** | | | | |
| **11** | Finding and fixing any bugs that users have encountered in the second weeks of use. | Gathering data from surveys and documenting findings. | Gathering data from surveys and documenting findings. | Finding and fixing any bugs that users have encountered in the second weeks of use. | Inquiring and researching on more digital advertising venues, where target audiences can view the application. As well as updating time line. |
|  | **Week Eleven milestone: 2nd Week of the Application Monitoring stage.** | | | | |
| **12** | Finding and fixing any bugs that users have encountered in the third weeks of use. Adding new features from the application monitoring stage. | Gathering data from first use survey and documenting findings. Discussing new features and updates with the application developers. | Gathering data from first use survey and documenting findings. Discussing new features and updates with the application developers. | Finding and fixing any bugs that users have encountered in the third weeks of use. Adding new features from the application monitoring stage. | Publishing adds on other platforms as well as discussing new features and updates with the application developers. |
|  | **Week Twelve milestone: First patch (three weeks after initial release of application).** | | | | |
| **13** | Finding and fixing any bugs that users have encountered over the first update. | Gathering data from surveys and documenting findings. | Gathering data from surveys and documenting findings. | Finding and fixing any bugs that users have encountered over the first update. | Gathering all data from surveys and brainstorming ways to improve the application in the next iteration. |
|  | **Week Thirteen milestone: First patch (three weeks after initial release of application.** | | | | |
| **14** | Finding and fixing any bugs that users have encountered over the first update. | Gathering data from surveys and documenting findings. | Gathering data from surveys and documenting findings. | Finding and fixing any bugs that users have encountered over the first update. | Gathering all data from surveys and brainstorming ways to improve the application in the next iteration. |
|  | **Week Fourteen milestone: First Patch Monitoring.** | | | | |
| **15** | Finding and fixing any bugs that users have encountered over the first update. | Gathering all data from surveys and brainstorming ways to improve the application in the next iteration. | Gathering all data from surveys and brainstorming ways to improve the application in the next iteration. | Finding and fixing any bugs that users have encountered over the first update. | Gathering all data from surveys and brainstorming ways to improve the application in the next iteration. |
|  | **Week Fifteen milestone: First Patch Monitoring and bug repairs.** | | | | |
| **16** | Publishing final patch for the first major update of the application. | Publishing final patch for the first major update of the application. | Publishing final patch for the first major update of the application. | Publishing final patch for the first major update of the application. | Publishing final patch for the first major update of the application. |
|  | **Week Sixteen milestone: Final refined product.** | | | | |