Pokémon League Manager

SIMPLE GANTT CHART by Vertex42.com

5Head Drew Fleming https://www.vertex42.com/ExcelTemplates/simple-gantt-chart.html

Project Start:

Sun, 3/14/2021

Mar 15, 2021 Mar 22, 2021 Mar 29, 2021 Apr 5, 2021 Apr 12, 2021 Apr 19, 2021

	Display Week:	1		Mar 15, 2021	Mar 22, 2021	Mar 29, 2021	Apr 5, 2021	Apr 12, 2021	Apr 19, 2021	Apr 26, 2021	May 3, 2021
					1 22 23 24 25 26 27 28	3 29 30 31 1 2 3 4	5 6 7 8 9 10 11	12 13 14 15 16 17 1	8 19 20 21 22 23 24 25		3 4 5 6 7 8 9
TASK	Progress	Planned Start	Planned Finish	M T W T F S	S M T W T F S S	M T W T F S S	M T W T F S S	M T W T F S	S M T W T F S S	M T W T F S S	MTWTFSS
Sprint 1: Preliminary Research											
Research Potential Clients	100%	3/14/21	3/22/21								
Research Technology	100%	3/14/21	3/22/21	_							
Meet with Client	100%	3/14/21	3/22/21								
Begin Early Documentation	100%	3/14/21	3/22/21								
Begin Project	100%	3/14/21	3/22/21								
Sprint 2: Stats Manager											
Change Name	100%	3/23/21	3/27/21								
Update Wins/Losses	100%	3/23/21	3/27/21								
Average Wins/Losses	100%	3/23/21	3/27/21								
Update Kills/Deaths	100%	3/23/21	3/27/21								
Average Wins/Losses	100%	3/23/21	3/27/21								
Sprint 3: Progress Report											
Show WIP Demo to Client	100%	3/29/21	4/3/21								
Plan Out Client's Requested Changes	100%	3/29/21	4/3/21								
Update Documentation	100%	3/29/21	4/3/21								
Meeting with Professor	100%	3/29/21	4/3/21								
Implement Professor's Changes	100%	3/29/21	4/3/21								
Sprint 4: Leaderboards											
Create a Sorting Function	100%	4/4/21	4/14/21								
Display Leaderboards Through Message	100%	4/4/21	4/14/21								
Update Necessary Formatting	100%	4/4/21	4/14/21								
Sprint 5: Matchmaking											
Create Role and Team System	0%	4/14/21	4/18/21								
Create Randomized Matchmaking	0%	4/14/21	4/18/21								
Display Matchups	0%	4/14/21	4/18/21								
Create Check-In Function	0%	4/14/21	4/18/21								
Sprint 6: Finalizing											
Clean Up Any Extraneous Code	90%	4/19/21	5/11/21								
Finalize Documentation	100%	4/19/21	5/11/21								
Push Finished Code	90%	4/19/21	5/11/21								
Present Product to the Client	0%	4/19/21	5/11/21								
Present Product to the Professor and Class	0%	4/19/21	5/11/21								