Untitled Gantt Project

Apr 19, 2022

http://

Project manager

Project dates Mar 16, 2022 - May 4, 2022

Completion92%Tasks19Resources6

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Tasks

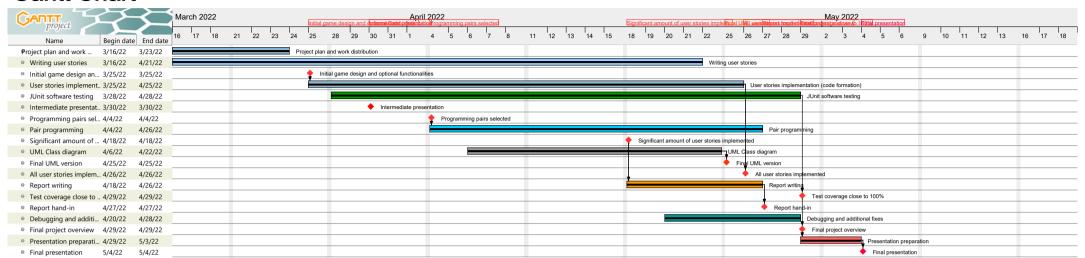
Name	Begin date	End date	
Project plan and work distribution	3/16/22	3/23/22	
Writing user stories	3/16/22	4/21/22	
Initial game design and optional functionalities	3/25/22	3/25/22	
User stories implementation (code formation)	3/25/22	4/25/22	
JUnit software testing	3/28/22	4/28/22	
Intermediate presentation	3/30/22	3/30/22	
Programming pairs selected	4/4/22	4/4/22	
Pair programming	4/4/22	4/26/22	
Significant amount of user stories implemented	4/18/22	4/18/22	
UML Class diagram	4/6/22	4/22/22	
Final UML version	4/25/22	4/25/22	
All user stories implemented	4/26/22	4/26/22	
Report writing	4/18/22	4/26/22	
Test coverage close to 100%	4/29/22	4/29/22	
Report hand-in	4/27/22	4/27/22	
Debugging and additional fixes	4/20/22	4/28/22	
Final project overview	4/29/22	4/29/22	
Presentation preparation	4/29/22	5/3/22	
Final presentation	5/4/22	5/4/22	

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Resources

Name	Default role	Project subteam
Andro	developer	
Ran	developer	
Giovanni	developer	
Shariful	developer	
James	developer	
Oscar	developer	

Gantt Chart



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Resources Chart

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Name	Default role Project subt	16 17 18	21 22	2 23	24 25	28	29 30	31 1	4	5	6 7	8	11	12 1	3 14	15	18 19	9 20	21 22	25	26 2	7 28	29	2	3 4	5	6	9	10 1	1 12	13	16 17	18
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