

Untitled Gantt Project

Apr 19, 2022

<http://>

Project manager

Project dates

Mar 16, 2022 - May 4, 2022

Completion

92%

Tasks

19

Resources

6

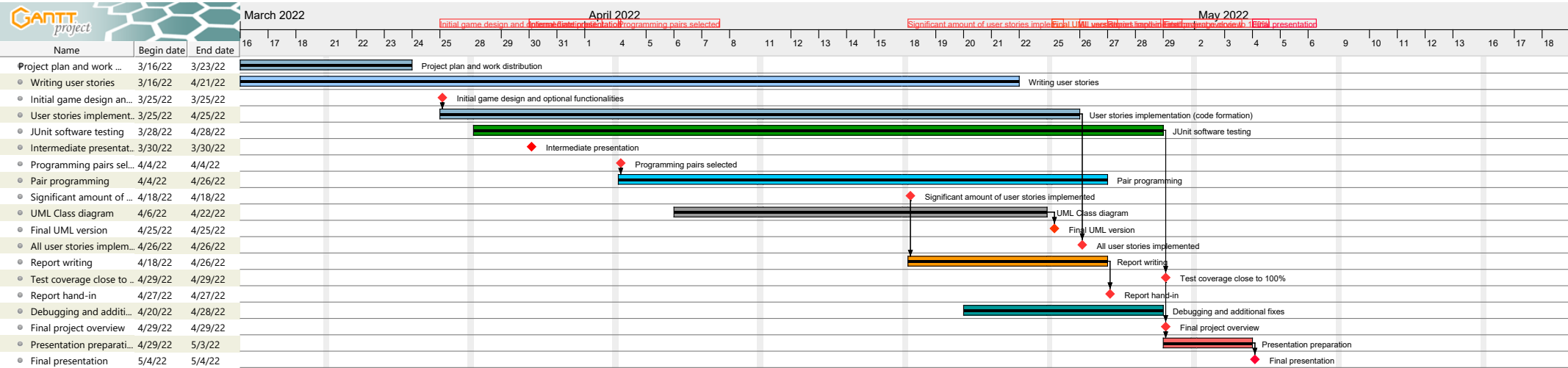
Tasks

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

Resources

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

Gantt Chart



Resources Chart

