Untitled Gantt Project

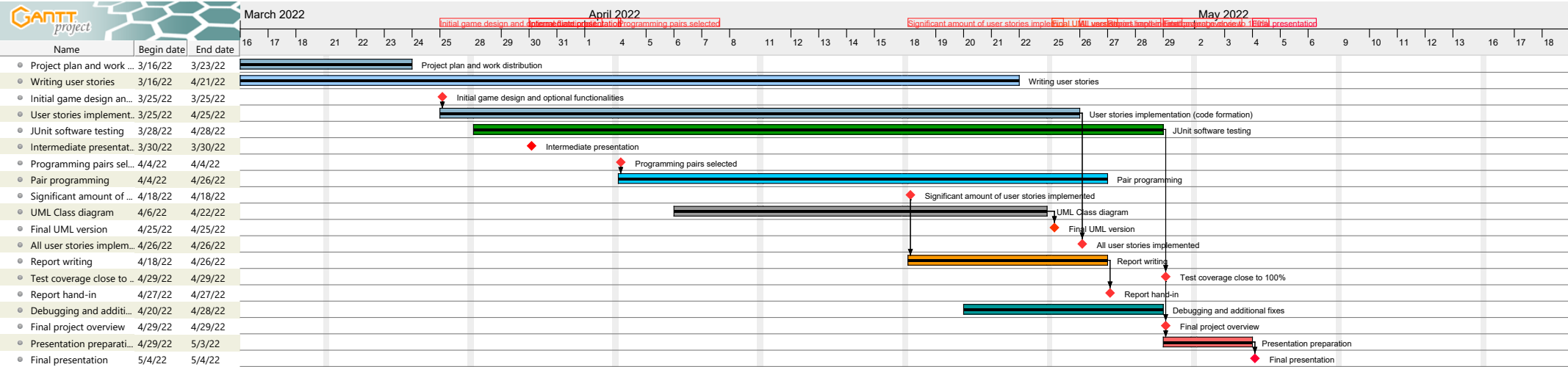|	
Project manager	Andro
Project dates	Mar 16, 2022 - May 4, 2022
Completion	92%
Tasks	19
Resources	6

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	project manager	
Ran	developer	
Giovanni	developer	
Shariful	developer	
James	developer	
Oscar	developer	

Untitled Gantt Project

May 1, 2022

Gantt Chart

Name	Begin date	End date
Project plan and work ...	3/16/22	3/23/22
Writing user stories	3/16/22	4/21/22
Initial game design an...	3/25/22	3/25/22
User stories implement...	3/25/22	4/25/22
JUnit software testing	3/28/22	4/28/22
Intermediate presentat...	3/30/22	3/30/22
Programming pairs sel...	4/4/22	4/4/22
Pair programming	4/4/22	4/26/22
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UML Class diagram	4/6/22	4/22/22
Final UML version	4/25/22	4/25/22
All user stories implem...	4/26/22	4/26/22
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Test coverage close to ...	4/29/22	4/29/22
Report hand-in	4/27/22	4/27/22
Debugging and additi...	4/20/22	4/28/22
Final project overview	4/29/22	4/29/22
Presentation preparati...	4/29/22	5/3/22
Final presentation	5/4/22	5/4/22

Bar labels:
- Project plan and work distribution
- Writing user stories
- Initial game design and optional functionalities
- User stories implementation (code formation)
- JUnit software testing
- Intermediate presentation
- Programming pairs selected
- Pair programming
- Significant amount of user stories implemented
- UML Class diagram
- Final UML version
- All user stories implemented
- Report writing
- Test coverage close to 100%
- Report hand-in
- Debugging and additional fixes
- Final project overview
- Presentation preparation
- Final presentation

Name	Default role	Project subt...	March 2022												April 2022																				May 2022										
			16	17	18	21	22	23	24	25	28	29	30	31	1	4	5	6	7	8	11	12	13	14	15	18	19	20	21	22	25	26	27	28	29	2	3	4	5	6	9	10	11	12	13	16	17	18
Andro	project ...																																													
Ran	developer																																														
Giovanni	developer																																														
Shariful	developer																																														
James	developer																																														
Oscar	developer																																														

Initial game design and documentation / Intermediate presentation / Programming pairs selected / Significant amount of user stories implemented / Final UI / All user stories implemented / Final presentation / Final presentation