

GAMarket Gantt & Role Chart

* = an automatically calculated cell

TASK NAME	START DATE	END DATE	START ON DAY*	DURATION* (WORK DAYS)	TEAM MEMBER	PERCENT COMPLETE
1. Log-in/Registration/Home Page						
Create skeleton classes of the client, login page, and server	2/24	3/4	0	10	David	0%
Create skeleton of profile subclass and any subclasses, and store class	2/24	3/4	0	10	Kenny	0%
Create skeleton classes of game, chat, message, start db and thread	2/24	3/4	0	10	Joe	0%
2. Landing page & Profiles						
Begin implementing profile class functions	3/4	3/20	9	17	Kenny	0%
Begin implementing store/game class functions	3/4	3/20	9	17	Joe	0%
Begin implementing login/register class functions	3/4	3/20	9	17	David	0%
Linking classes together	3/4	3/20	9	17	All	0%
3. Database(s) & Linking						
Begin implementing video game database (s)	3/20	4/6	25	18	Joe	0%
Begin implementing user database(s)	3/20	4/6	25	18	Kenny	0%
Begin implementing account services	3/20	4/6	25	18	David	0%
4. Purchasing & Acct. Services						
Go back to any unfinished profile class (es)	4/6	4/24	42	19	Kenny	0%
Begin implementing search features	4/6	4/24	42	19	Joe	0%
Begin setting up payment features	4/6	4/24	42	19	David	0%
Maybe: Friends/Friends Chat?	4/6	4/24	42	19		0%
4. Finishing Touches & Presentation						
Finishing Touches	4/24	5/8	60	15	Joe	0%
Finishing Touches	4/24	5/8	60	15	Kenny	0%
Finishing Touches	4/24	5/8	60	15	David	0%
Presentation	4/24	5/8	60	15	Michael	0%

