

ACTIVITY-BASED SCHEDULE	
Project Name	ClassQuest

Phase	Work Package	Activity	Duration (days)	Start Date	End Date
1. Project Initiation & Planning	Project Setup	Team formation and kickoff meeting	5	Sept 5 2025	Sept 10 2025
		Define project goals, scope, and success criteria (based on Charter & Business Case)	5	Sept 11 2025	Sept 16 2025
	Stakeholder Engagement	Identify and analyze stakeholders (Stakeholder Analysis + Plan)	4	Sept 17 2025	Sept 20 2025
	Business Research	Conduct user and business model analysis (Research Design Process)	6	Sept 21 2025	Sept 27 2025
	Documentation	Create Project Management Docs (Scope Statement, Requirements, Charter, etc.)	10	Sept 28 2025	Oct 8 2025
	Presentation	Vlog 1 + Cultivator pitch	5	Oct 9 2025	Oct 14 2025
2. System Design	UX / UI Design	Create wireframes and low-fidelity prototypes for student, teacher, and admin panels	10	Oct 15 2025	Oct 28 2025

		Design gameplay flow, interface layout, quest map, and dashboard	8	Oct 29 2025	Nov 7 2025
	Art Development	Create base character sets, equipment, icons, UI elements	15	Nov 8 2025	Nov 28 2025
	System Architecture	Define backend architecture, database schema, and data models	10	Nov 8 2025	Nov 21 2025
3. Development – MVP Phase	Authentication Module	Implement login system + user roles (teacher / student) + class code system	12	Dec 1 2025	Dec 14 2025
	Core Game Mechanics	XP, Gold, Hearts logic, quests and boss battle backend	18	Dec 15 2025	Jan 9 2026
	Teacher Dashboard	Quests templates, XP controls, leaderboards (admin view)	14	Jan 10 2026	Jan 27 2026
	Student Interface	Avatar customization, inventory, progress display	14	Jan 28 2026	Feb 14 2026
	Parent Portal (MVP stub)	View-only progress + optional cosmetic support	7	Feb 15 2026	Feb 23 2026
4. Testing & Integration	Unit Testing	Test individual features (XP logic, leaderboard, quests)	10	Feb 24 2026	Mar 7 2026
	Integration Testing	Integrate frontend + backend and database functions	10	Mar 8 2026	Mar 21 2026
	User Testing	Pilot with Brian & Kelly's students; collect feedback	10	Mar 22 2026	Apr 4 2026

<b>5. Finalization &amp; Delivery</b>	<b>Documentation &amp; Training</b>	<b>User manuals, teacher training slides, demo accounts</b>	<b>5</b>	<b>Apr 5 2026</b>	<b>Apr 10 2026</b>
	<b>Final Presentation / Demo</b>	<b>Capstone presentation + final report submission</b>	<b>5</b>	<b>Apr 11 2026</b>	<b>Apr 15 2026</b>