2014-2015

Opdracht 3 – WBS + planning + taakverdeling

Applicatie voor league of legends

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# Work Breakdown Structure (WBS) – Grafische voorstelling

# Taakverdeling

* Analyse
  + - Categorie app Manuel, Milan, Jelle
    - Marktonderzoek Manuel, Milan, Jelle
    - API verkennen Manuel, Milan, Jelle
    - OS design guidelines bestuderen Manuel, Milan, Jelle
      * Android Milan
      * Windows Phone Manuel
      * iOS Jelle
  + Design
    - Wireframes opstellen Manuel, Milan, Jelle
      * Beide orientation modes
      * Responsive Design
    - Eigen stijl ontwikkelen (LoL stijl) Manuel, Milan, Jelle
  + Concept
    - Opstellen database Manuel, Milan, Jelle
    - Weergeven “Free Champ Rotation” Manuel
    - Lijst Champions Manuel
    - Detail Champion
      * Overview Manuel
      * Skins Manuel
      * Lore Jelle
      * Skills Milan
      * Masteries Jelle
      * Runes Milan
    - Generate Build Milan
    - Lijst items Jelle
    - Detail items Milan
    - Simulate build Manuel, Milan, Jelle
  + Support
    - Opties Jelle
    - Help Manuel, Milan, Jelle

# Planning

|  |  |
| --- | --- |
| Opstellen Database | week 2 |
| Update functionality | week 3 |
| Sorteeralgoritme | week 3 |
| Layout Paginas | week 1 |
| Styling Paginas | uiteindelijke afwerking |
| Index Pagina | week 3 |
| Items Pagina | week 3 |
| Champ Select Pagina | week 3 |
| Champ overview/lore | week 3 |
| Build Generate Pagina | week 4 |
| Save/Load builds | week 5 |
| Runes/Masteries page | week 3 |
| Simulate Build | week 5/6 |