Project Implementation Plan

Proposal: Create a program that will allow a user to play hearts and spades against computer controlled AIs or other human players. Components of the game include but are not limited to: A GUI that will allow the user to interact with and control the program, the various functions that will control gameplay, an artificial intelligence that will play against other players, a server that will host the game and allow multiplayer and score keeping. ELO ranking system for players and AI.

Structure:
Michael Kamerath: Project Manager, will manage the github account, final say on code reviews, AI Design and implementation.

Parker Petersen: GUI Design and implementation, keeper of the documentation.

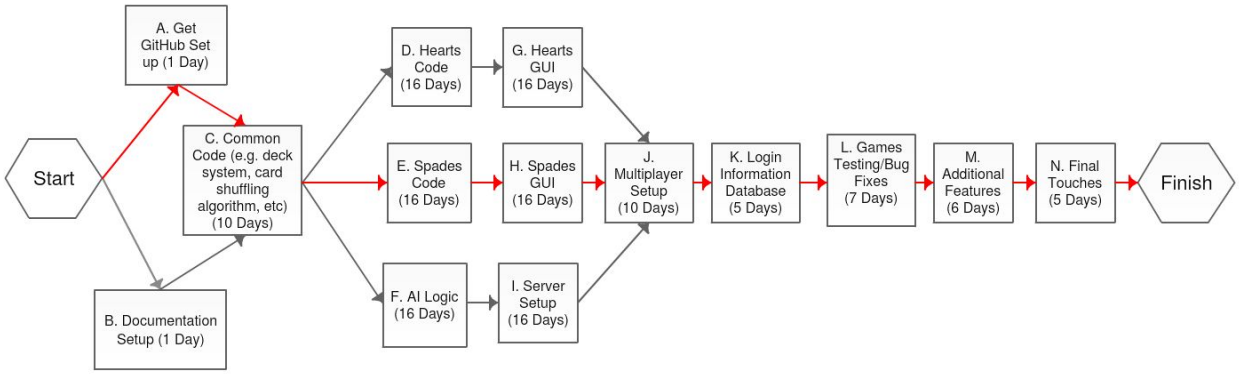
David Helmick: Backend implementation of the different, github second in command

Nicholas Biggs: Server Design, schedule keeper and task priority assignment maker.

Proposed Schedule:See attached PERT chart

Risk Analysis: Without exposure to WXWidgets and Server programming to host multiple user experience, it is hard to estimate the exact amount of time spent on each of these aspects of the program.
To mitigate risks, we will assign each task a priority based on whether it must be done, should be done, could be done, and won't be done.
We will come up with coding conventions that allow us to effectively understand what we have written in the past and allow easier modification of our code base. Use of clang format will also help avoid problems and keep things clear.
Come up with a limit on the amount of time code is spent in code review to three days. If at least one other person and the Project Manager approve the code, it will be merged.
Effective communication between team members. Ask for help when needed and keep team members updated on progress. Keep documentation up to date and accurate.

PERT Chart for CS 3450 Project



Critical Path = 76 days