super-refactored-mario-python

6-Apr-2020

McMaster University

https://gitlab.cas.mcmaster.ca/jandricd/super-refactored-mario-bros

Project manager	David Jandric
Project dates	6-Jan-2020 - 8-Apr-2020
Completion	100%
Tasks	65
Resources	4

Gantt chart for the Super Mario Bros. game ported to Python.

Tasks

Begin date	Name	End date
06/01/20	Team Formation	13/01/20
14/01/20	Project Aproval *Research on GitLab and proposal of project to supervising TA.*	20/01/20
14/01/20	Aproved Project Details *TA approves the project from proposal.*	20/01/20
21/01/20	Problem Statement *Initial description of problem scope and importance.*	24/01/20
25/01/20	Development Plan *Organization of project resources and rough overview of project.*	31/01/20
25/01/20	Team Communication Plan	31/01/20
25/01/20	Team Meeting Plan	31/01/20
25/01/20	Proof of Concept Demo Plan	31/01/20
25/01/20	Technology	31/01/20
25/01/20	Git Workflow Plan	31/01/20
25/01/20	Coding Style	31/01/20
25/01/20	Gantt Chart *Continuously Updated. Initial schedule complete.*	31/01/20
01/02/20	Requirements Document Revision 0	07/02/20
01/02/20	Project Drivers	07/02/20
01/02/20	Functional Requirements	07/02/20
01/02/20	Non-Functional Requirements	07/02/20
01/02/20	Project Issues	07/02/20
08/02/20	Proof of Concept Demo	11/02/20
08/02/20	Implement Movement in Game	11/02/20
08/02/20	Code POC Game environment	11/02/20

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12/02/20	Test Plan Revision 0	28/02/20
12/02/20	General Information	28/02/20
12/02/20	Plan	28/02/20
12/02/20	System Test Description	28/02/20
12/02/20	Tests for Proof of Concept	28/02/20
12/02/20	Unit Testing Plan	28/02/20
29/02/20	Design and Document Revision	13/03/20
29/02/20	MIS	13/03/20
29/02/20	MG Section 1	13/03/20
06/03/20	MG Section 2	13/03/20
06/03/20	MG Section 3	13/03/20
06/03/20	MG Section 4	13/03/20
06/03/20	MG Section 5	13/03/20
06/03/20	MG Section 6	13/03/20
06/03/20	MG Section 7	13/03/20
14/03/20	Revision Demonstration	17/03/20
14/03/20	Mario, Camera, Entity_Base, Entity Module Implementation	17/03/20
14/03/20	Vector2D, Input, Collider, Entity_Collider Module Implementation	17/03/20
14/03/20	Game_Controller Module Implementation	17/03/20
14/03/20	Pause, Sound_Controller, Dashboard, Menu Module Implementation	17/03/20
14/03/20	Coin, Item, RandomBox, Spritesheet, Level Module Implementation	17/03/20
18/03/20	Final Demonstration	31/03/20
18/03/20	Prepare Final PowerPoint Slides	31/03/20
18/03/20	Fix Mario Module Implementation	31/03/20
18/03/20	Fix Level Module Implementation	31/03/20
18/03/20	MushroomItem, PowerUpBox, Animation Module Implementation	31/03/20

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18/03/20	BounceTrait, GoTrait, JumpTrait, LeftRightWalkTrait, Tile Module Implementation	31/03/20
18/03/20	Goomba, Koopa Module Implementation	31/03/20
01/04/20	Manual Testing Schedule	06/04/20
01/04/20	User Input Tests (test-UI1 - test-UI17)	06/04/20
01/04/20	Look and Feel Tests (test-LF1, test-LF2)	06/04/20
01/04/20	Performance Tests (test-PF1, test-PF4)	06/04/20
01/04/20	Game Environment Tests (test-GE1)	06/04/20
01/04/20	Game Mechanics Tests (test-GM1 - test-GM9)	06/04/20
01/04/20	Test Report	06/04/20
01/04/20	Functional Requirement Tests	06/04/20
01/04/20	Non-Functional Requirements Test Summary	06/04/20
01/04/20	Requirements Trace	06/04/20
04/04/20	Final Documentation	07/04/20
04/04/20	Finish User Guide	07/04/20
04/04/20	Update Gantt Chart	07/04/20
04/04/20	Adjust MG/MIS	07/04/20
04/04/20	Fix Code Consistency	07/04/20
04/04/20	Adjust SRS	07/04/20
04/04/20	Update Test Plan	07/04/20

Resources

Name	Default role
Alexander Samaha	Developer
David Jandric	project manager
Dan Noorduyn	Developer
Andrew Lucentini	TA

Gantt Chart

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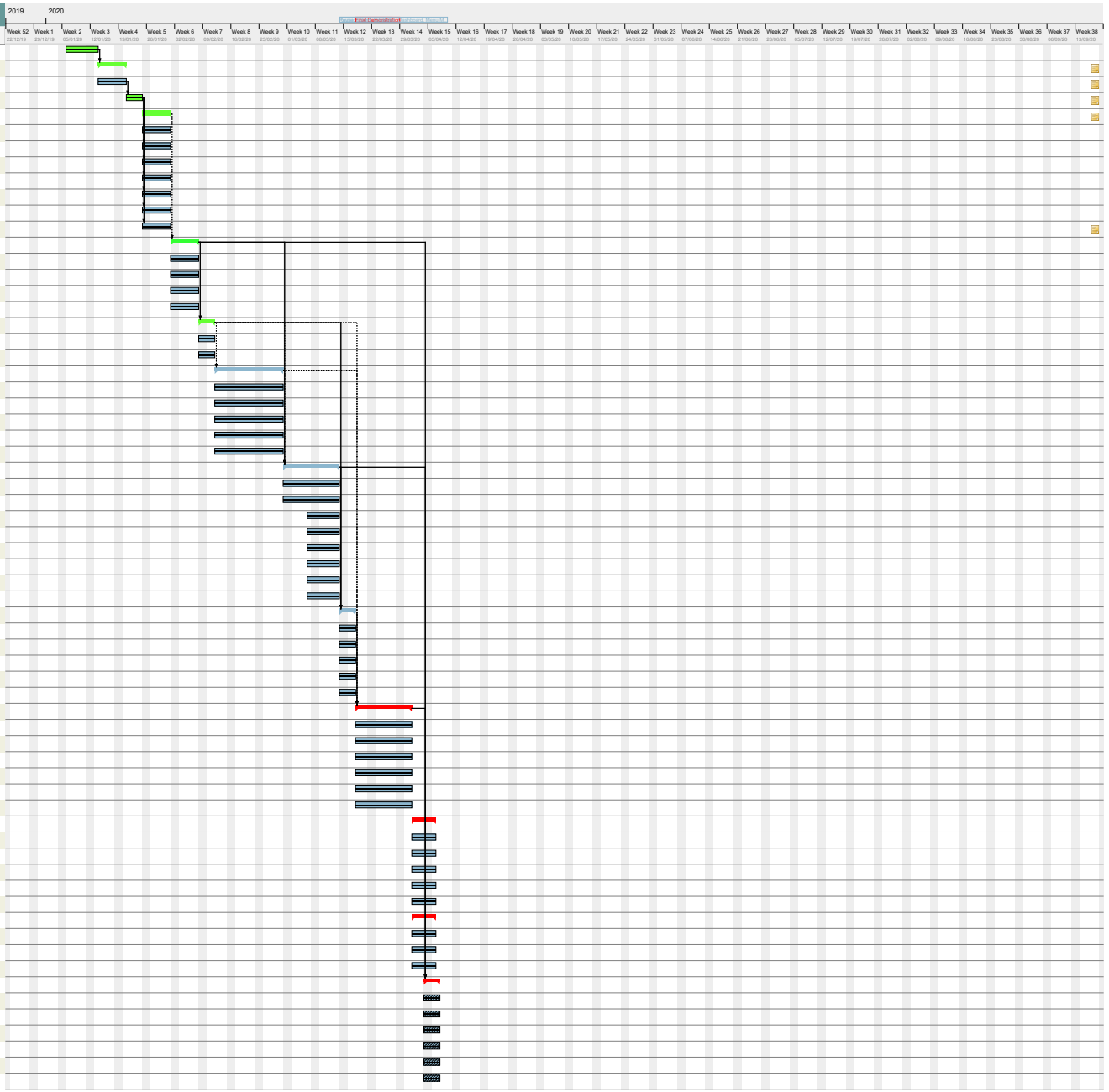
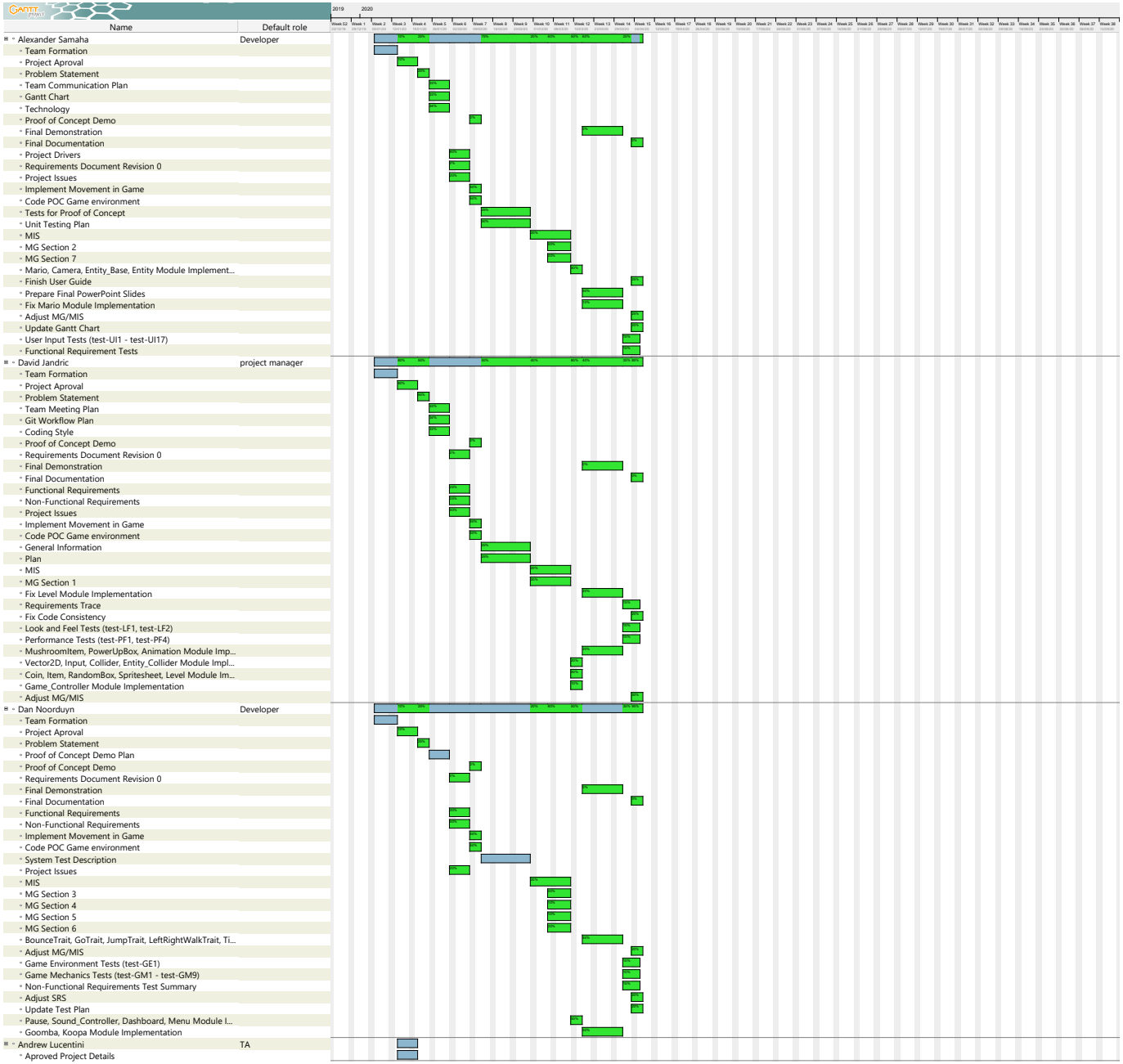
Resources Chart