McMaster http://

Project manager

Project dates 18-Jan-2021 - 14-Apr-2021

Completion0%Tasks32Resources3

This project is for the course 3XA3 at McMaster University. The main objective of this project is to add to an open-source project of Checkers while also appropriately following the software project life-cycle.

Name	Begin date	End date
Team Formation	18/01/21	18/01/21
Project Approval	25/01/21	29/01/21
Problem Statement	27/01/21	29/01/21
Development Plan	01/02/21	05/02/21
Gnatt Chart	01/02/21	05/02/21
Requirements Document	08/02/21	12/02/21
Proof of Concept	15/02/21	23/02/21
Creating GUI	15/02/21	23/02/21
Creating Assets (Images for GUI)	15/02/21	23/02/21
Integrating new GUI with existing project	15/02/21	23/02/21
Test Plan	24/02/21	05/03/21
Unit Testing	24/02/21	05/03/21
Integration Testing	24/02/21	05/03/21
Design & Document	08/03/21	17/03/21
MG	08/03/21	11/03/21
MIS	12/03/21	17/03/21
Demonstration	18/03/21	24/03/21
Restructure Code & Modularize classes	18/03/21	24/03/21
Fix Checkers Logic	18/03/21	24/03/21
Optimize AI (Fix Minmax to use new game logic)	18/03/21	24/03/21
Fix GUI (highlight pieces/valid-moves, fix new-game button and tutorial)	18/03/21	24/03/21
Final Demonstration	25/03/21	02/04/21

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Tasks

Name	Begin date	End date	
Testing	25/03/21	02/04/21	
2-Player Game	25/03/21	02/04/21	
Fix King logic	25/03/21	02/04/21	
Update GUI (Messages, 2-player game option)	25/03/21	02/04/21	
Optimize AI	25/03/21	02/04/21	
Final Documentation	25/03/21	13/04/21	
MIS	25/03/21	13/04/21	
MG	25/03/21	13/04/21	
SRS	25/03/21	13/04/21	
Test Plan	25/03/21	13/04/21	

Resources

Name	Default role
Ardhendu Barge	developer
Dylan Smith	developer
Thaneegan Chandrasekara	developer

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Gantt Chart

GANTT.		March 2021 April 2021							
project Name	Begin da End date	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	
Team Formation	18/01/21 18/01/21	07/03/21	14/03/21	21/03/21	28/03/21	04/04/21	11/04/21	18/04/21	
Project Approval	25/01/21 29/01/21								
Problem Statement	27/01/21 29/01/21								
Development Plan	01/02/21 05/02/21								
Gnatt Chart	01/02/21 05/02/21								
Requirements Docum.									
Proof of Concept	15/02/21 23/02/21								
Creating GUI	15/02/21 23/02/21								
9	. 15/02/21 23/02/21								
 Integrating new G 									
Test Plan	24/02/21 05/03/21								
Unit Testing	24/02/21 05/03/21	[
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Design & Document									
• MG	08/03/21 11/03/21								
MIS	12/03/21 17/03/21								
 Demonstration 	18/03/21 24/03/21								
 Restructure Code 	18/03/21 24/03/21								
Fix Checkers Logic	18/03/21 24/03/21								
Optimize AI (Fix	18/03/21 24/03/21								
 Fix GUI (highlight) 	18/03/21 24/03/21								
Final Demonstration	25/03/21 02/04/21								
Testing	25/03/21 02/04/21								
2-Player Game	25/03/21 02/04/21								
Fix King logic	25/03/21 02/04/21								
Update GUI (Mess	25/03/21 02/04/21								
Optimize AI	25/03/21 02/04/21								
Final Documentation	25/03/21 13/04/21								
MIS	25/03/21 13/04/21								
MG	25/03/21 13/04/21								
SRS	25/03/21 13/04/21								
Test Plan	25/03/21 13/04/21								

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Resources Chart

GANTT project	\leq	March 2021 April 2021						
Name	Default role	Week 11	Week 12 14/03/21	Week 13 21/03/21	Week 14 28/03/21	Week 15 04/04/21	Week 16 11/04/21	Week 17 18/04/21
Ardhendu Barge	developer			95%	95%	20%	20%	
Dylan Smith	developer			95%	95%	20%	20%	
Thaneegan Chandrasekara	developer	50%	50%	95%	95%	20%	20%	