

3XA3 Project

24-Mar-2021

McMaster

<http://>

Project manager

Project dates

18-Jan-2021 - 14-Apr-2021

Completion

0%

Tasks

32

Resources

3

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.

Tasks

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

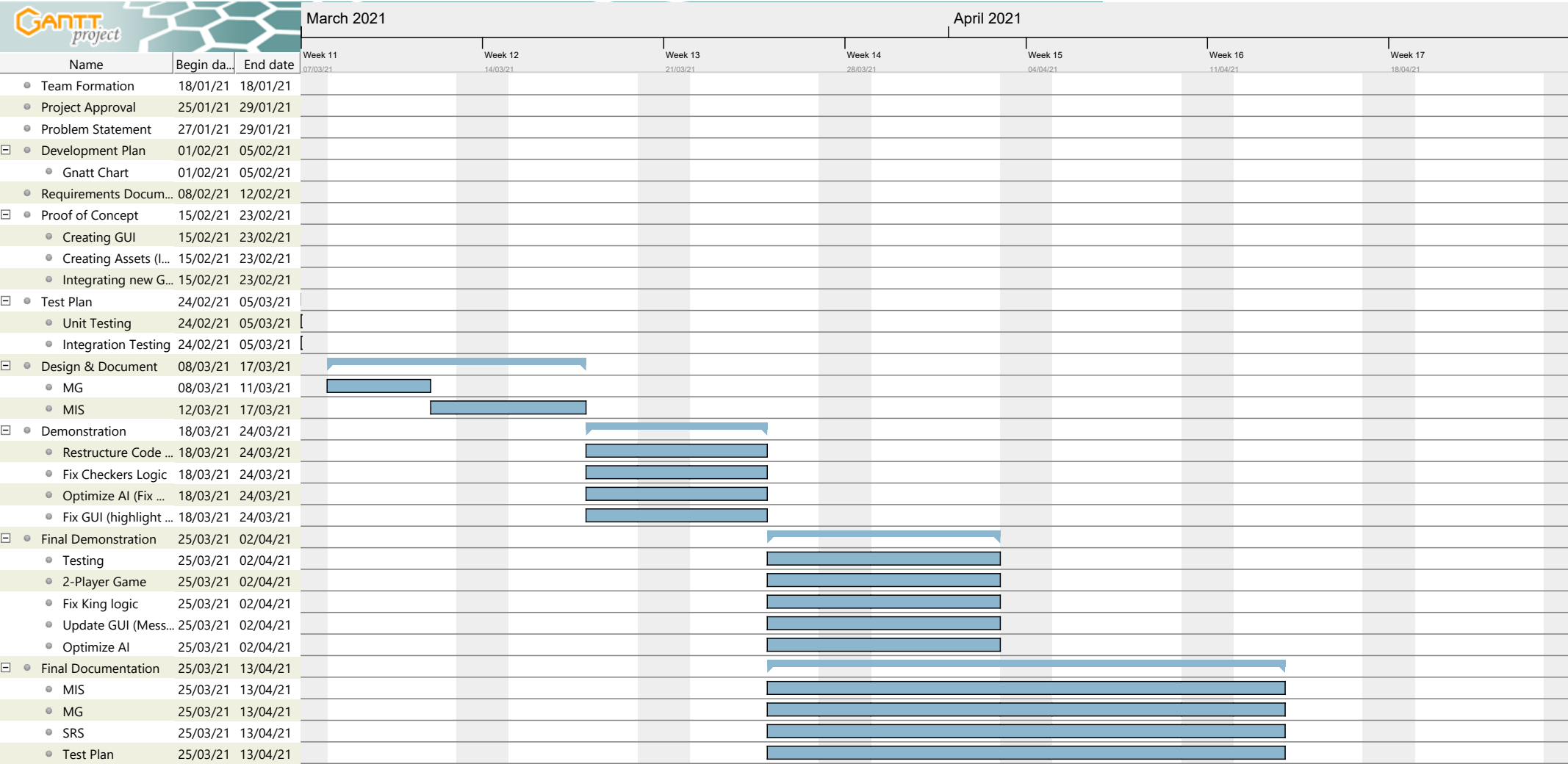
Tasks

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

Gantt Chart



Resources Chart

