3XA3 Project 12-Apr-2021

McMaster http://

Project manager

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

Completion100%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.

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

3XA3 Project

3

Tasks

Begin date	End date
25/03/21	02/04/21
25/03/21	02/04/21
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3XA3 Project

Resources

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

4

5

Gantt Chart

GANTT	23	\	2021																
Name	Begin date	End date	Week 3	Week 4 17/01/21	Week 5 24/01/21	Week 6 31/01/21	Week 7 07/02/21	Week 8 14/02/21	Week 9 21/02/21	Week 10 28/02/21	Week 11 07/03/21	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	Week 18 25/04/21	Week 19 02/05/21
Team Formation	18/01/21	18/01/21	10/01/21	17/01/21	24/01/21	31/01/21	07/02/21	14/02/21	21/02/21	20/02/21	07/03/21	14/03/21	21/03/21	20/03/21	04/04/21	11/04/21	10/04/21	25/04/21	02/05/21
Project Approval	25/01/21	29/01/21																	
Problem Statemen		29/01/21				<u> </u>													
□ Development Plan		05/02/21																	
Gnatt Chart	01/02/21	05/02/21																	
 Requirements Doc. 	08/02/21	12/02/21																	
□ Proof of Concept	15/02/21	23/02/21																	
Creating GUI	15/02/21	23/02/21																	
 Creating Asset. 		23/02/21																	
Integrating ne		23/02/21																	
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Unit Testing	24/02/21	05/03/21																	
Integration Te	24/02/21	05/03/21																	
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MG	08/03/21	11/03/21																	
MIS	12/03/21	17/03/21																	
☐ ● Demonstration	18/03/21	24/03/21																	
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Fix Checkers L	18/03/21	24/03/21																	
Optimize AI (F	. 18/03/21	24/03/21																	
Fix GUI (highli	18/03/21	24/03/21																	
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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 (25/03/21	02/04/21													1				
Optimize Al	25/03/21	02/04/21																	
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MIS	05/04/21	13/04/21																	
MG	05/04/21	13/04/21																	
SRS	05/04/21	13/04/21																	
Test Plan & Te.	. 05/04/21	13/04/21																	

3XA3 Project

6

Resources Chart

GANTT	85	2021																
Name	Default role	Week 3	Week 4 17/01/21	Week 5 24/01/21	Week 6	Week 7 07/02/21	Week 8	Week 9 21/02/21	Week 10 28/02/21	Week 11	Week 12 14/03/21	Week 13 21/03/21	Week 14	Week 15 04/04/21	Week 16	Week 17 18/04/21	Week 18 25/04/21	Week 19 02/05/21
Ardhendu Barge	developer	10/01/21	17/01/21	67%	31/01/21	33%	80%	33%	33%	07/03/21	14/03/21	21/03/21	75%	04/04/21	11/04/21	10/04/21	23/04/21	02/03/21
Dylan Smith	developer			67%		33%		33%	33%				75%					
Thaneegan Chandrasekara	developer			67%		33%	80%	33%	33%		50%		75%					