

## GANTT CHART

Task Name		Start Date	End Date	Priority	Percent Complete	Week 2		Week 3		Week 4		Week 5		Week 6		Week 7		Week 8		Week 9		Week 10		Week 11		Week 12		Week 13							
						M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F
1. Website																																			
1.1.	Appoint a member(s) of the team	15/10	15/10	Medium	100%																														
1.2.	Decide upon the structure of the website	15/10	15/10	Medium	100%																														
1.3.	Create a simple website	15/10	22/10	Medium	100%																														
1.4.	Maintain the website	15/10	24/11	Medium	80%																														
2. Requirements																																			
2.1	Appoint a member(s) of the team	15/10	15/10	Medium	100%																														
2.2.	Do a research, gather information	15/10	22/10	High	100%																														
	Meet the customer and identify user requirements	12/10	15/10	High	100%																														
2.3.	Identify functional and non-functional requirements	15/10	22/10	High	100%																														
2.4.	Identify associated risks and decide upon alternatives	22/10	29/10	Medium	100%																														
2.5.	Decide upon the presentation format	22/10	29/10	Medium	100%																														
2.6.	Add to the website	22/10	29/10	Medium	100%																														
2.7.	Maintain and update deliverable and website	29/10	24/11	Medium	80%																														
3. Architecture																																			
3.1.	Appoint a member(s) of the team	29/10	29/10	Medium	100%																														
3.2.	Choose tools and the language	29/10	29/10	Medium	100%																														
3.3.	Design an abstract representation and construct diagrams	29/10	5/11	High	80%																														
3.4.	Design a concrete representation and construct diagrams	5/11	19/11	High	0%																														
3.5.	Justify the representation	5/11	19/11	Medium	0%																														
3.6.	Relate the concrete architecture to the requirements	19/11	19/11	Medium	0%																														
3.7.	Add to the website	5/11	19/11	Medium	50%																														
3.8.	Maintain and update deliverable and website	19/11	24/11	Medium	50%																														
4. Method selection and planning																																			
4.1.	Appoint a member(s) of the team	15/10	15/10	Medium	100%																														
4.2.	Choose a development methodology	15/10	15/10	High	100%																														
4.3.	Choose development and collaboration tools	15/10	15/10	Medium	100%																														
4.4.	Justify the fitness of the chose tools and identify alternatives	15/10	22/10	Medium	90%																														
4.5.	Decide upon the team's organization and justify	15/10	22/10	Medium	100%																														
4.6.	Make a project plan	15/10	22/10	High	100%																														
4.7.	Provide weekly snapshots	12/11	19/11	Low	0%																														
4.8.	Discuss the evolution of the plan	19/11	19/11	Medium	20%																														
4.9.	Add to the website	22/10	19/11	Medium	60%																														
4.10.	Maintain and update deliverable and website	19/10	24/11	Meredith	60%																														
5. Risk assessment and mitigation																																			
5.1.	Appoint a member(s) of the team	5/11	5/11	Medium	100%																														
5.2.	Do a research, gather information	5/11	12/11	Medium	100%																														
5.3.	Identify possible risks, their likelihood, severity and mitigation	5/11	12/11	High	90%																														
5.4.	Justify the chosen format of presentation	12/11	19/11	Medium	90%																														
5.5.	Give a tabular representation	12/11	19/11	High	100%																														
5.6.	Add to the website	12/11	19/11	Medium	50%																														
5.7.	Maintain and update deliverable and website	19/11	24/11	Medium	50%																														
6. Implementation																																			
6.1.	Do a research, gather information	15/10	12/11	Medium	60%																														
6.2.	Decide upon the game design (graphics, music)	15/10	12/11	Medium	60%																														
6.3.	Write the code of the game	5/11	24/11	High	10%																														
6.4.	Identify unimplemented features	19/11	19/11	Medium	0%																														
6.5.	Add screenshots to the website	19/11	24/11	Low	0%																														
6.6.	Provide an executable JAR of the game and a zip file with the code	19/11	24/11	Medium	0%																														