Gantt Chart – Clue! Game

# Plan

Graphical user interface, application

Description automatically generatedGraphical user interface, application

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We decided to use Microsoft project to produce a Gantt chart for planning our project. Using a dedicated Gantt chart program was helpful as it allowed us to change plans for tasks quickly without really messing up what came after. It also gave us indicators as to where we should be at certain dates during the project.

Sticking to the plan was quite hard and we did have to alter our Gantt chart a couple of times. This was mostly because after beginning with programming, we realised that it may take longer than we had anticipated on our original plan. As not many of us had ever worked on a programming project like this in a team setting, planning the coding and design tasks became quite challenging. This is because the majority were used to working alone on projects like this and we were only able to meet and discuss our project over zoom/discord.

We originally planned to have only 3 sprints consisting of game development, GUI and design work. One of the main changes we made early on was to bring forward the dates for each sprint and add a ‘Final sprint’ where we could finalise the game and conduct our main testing.

Between these sprints we would conduct our testing. There is some contingency time as well just in case tasks went over their allocated time, which in our case this did happen a few times, so we made small adjustments where needed.

# Original plan

Graphical user interface

Description automatically generated

Above is a screenshot of our first plan on a Gantt chart. You can see in the differences between the two that the plan was changed quite a lot. There was a lot of time in this original plan where no sprint was taking place which changed when we added the extra sprint period at the end as mentioned before. In the end this wasn’t the case and had to be used for finalizing our code.

We didn’t make much use of the ‘resource names’ field in our original plan either which ended up becoming quite useful later. Using this, we could easily assign and track who was working on each task. In this first edition of the plan, we assumed that 5 meetings overall would be enough. This turned out to be too little. As we went along, we realised that due to the complexity of the programming and issues we were having, more meetings would be needed. We ended up having 8 meetings.