COMP2511: Agile Project Management
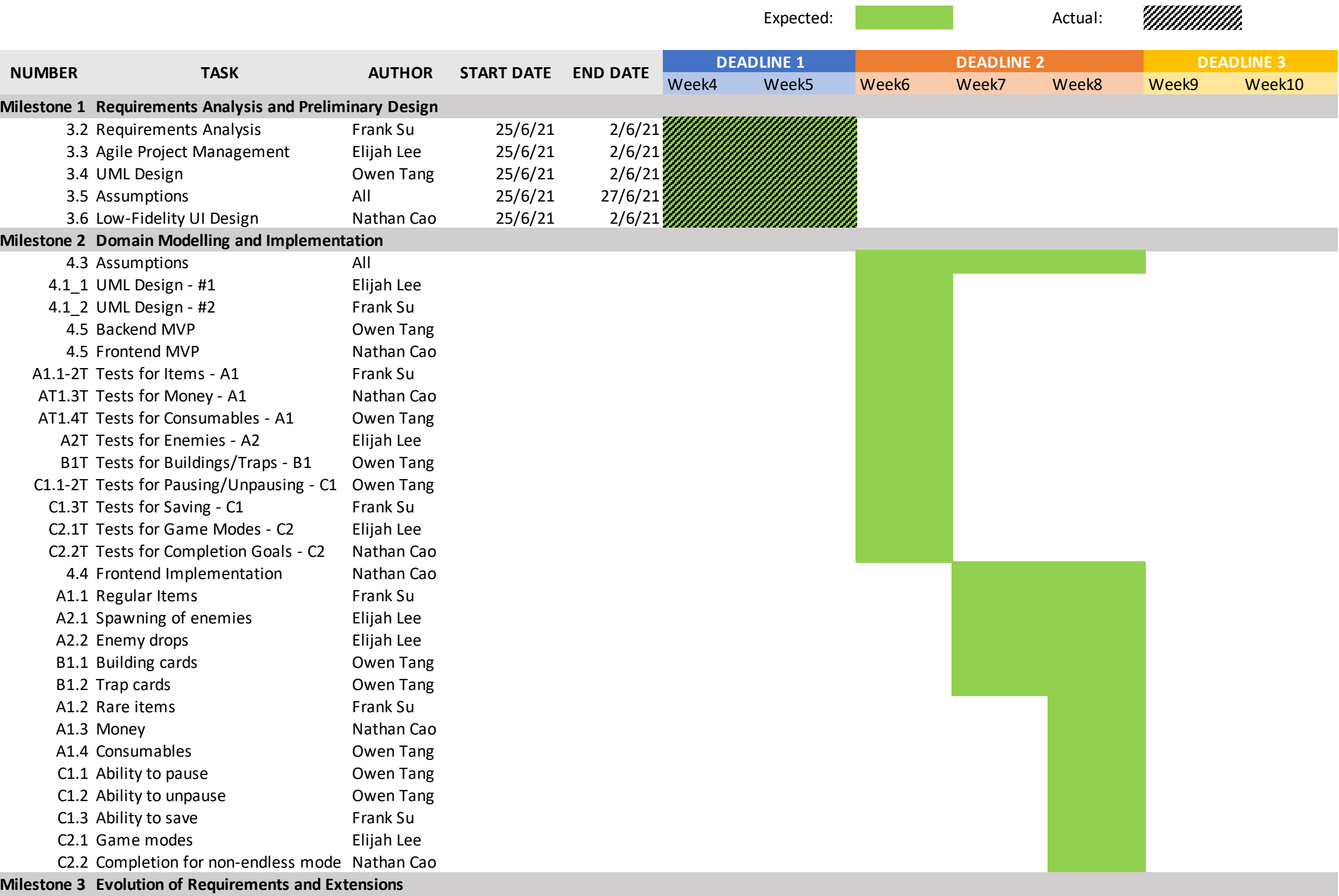
F13A_AERO: Frank Su, Elijah Lee, Owen Tang, Nathan Cao
Major Project - Loop Mania

Expected: ▇ (green)   Actual: ▨ (hatched)

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1		DEADLINE 2			DEADLINE 3	
					Week4	Week5	Week6	Week7	Week8	Week9	Week10
Milestone 1	**Requirements Analysis and Preliminary Design**										
3.2	Requirements Analysis	Frank Su	25/6/21	2/6/21							
3.3	Agile Project Management	Elijah Lee	25/6/21	2/6/21							
3.4	UML Design	Owen Tang	25/6/21	2/6/21							
3.5	Assumptions	All	25/6/21	27/6/21							
3.6	Low-Fidelity UI Design	Nathan Cao	25/6/21	2/6/21							
Milestone 2	**Domain Modelling and Implementation**										
4.3	Assumptions	All									
4.1_1	UML Design - #1	Elijah Lee									
4.1_2	UML Design - #2	Frank Su									
4.5	Backend MVP	Owen Tang									
4.5	Frontend MVP	Nathan Cao									
A1.1-2T	Tests for Items - A1	Frank Su									
AT1.3T	Tests for Money - A1	Nathan Cao									
AT1.4T	Tests for Consumables - A1	Owen Tang									
A2T	Tests for Enemies - A2	Elijah Lee									
B1T	Tests for Buildings/Traps - B1	Owen Tang									
C1.1-2T	Tests for Pausing/Unpausing - C1	Owen Tang									
C1.3T	Tests for Saving - C1	Frank Su									
C2.1T	Tests for Game Modes - C2	Elijah Lee									
C2.2T	Tests for Completion Goals - C2	Nathan Cao									
4.4	Frontend Implementation	Nathan Cao									
A1.1	Regular Items	Frank Su									
A2.1	Spawning of enemies	Elijah Lee									
A2.2	Enemy drops	Elijah Lee									
B1.1	Building cards	Owen Tang									
B1.2	Trap cards	Owen Tang									
A1.2	Rare items	Frank Su									
A1.3	Money	Nathan Cao									
A1.4	Consumables	Owen Tang									
C1.1	Ability to pause	Owen Tang									
C1.2	Ability to unpause	Owen Tang									
C1.3	Ability to save	Frank Su									
C2.1	Game modes	Elijah Lee									
C2.2	Completion for non-endless mode	Nathan Cao									
Milestone 3	**Evolution of Requirements and Extensions**										

Frank Su

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1		DEADLINE 2			DEADLINE 3	
					Week4	Week5	Week6	Week7	Week8	Week9	Week10
Milestone 1	**Requirements Analysis and Preliminary Design**										
3.2	Requirements Analysis	Frank Su			▨▨▨	▨▨▨					
Milestone 2	**Domain Modelling and Implementation**										
4.1_2	UML Design - #2	Frank Su									
A1.1-2T	Tests for Items - A1	Frank Su									
C1.3T	Tests for Saving - C1	Frank Su									
A1.1	Regular Items	Frank Su									
A1.2	Rare items	Frank Su									
C1.3	Ability to save	Frank Su									
Milestone 3	**Evolution of Requirements and Extensions**										

Elijah Lee

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1		DEADLINE 2			DEADLINE 3	
					Week4	Week5	Week6	Week7	Week8	Week9	Week10
Milestone 1	**Requirements Analysis and Preliminary Design**										
3.3	Agile Project Management	Elijah Lee			▨▨▨	▨▨▨					
Milestone 2	**Domain Modelling and Implementation**										
4.1_1	UML Design - #1	Elijah Lee					■				
A2T	Tests for Enemies - A2	Elijah Lee					■				
C2.1T	Tests for Game Modes - C2	Elijah Lee					■				
A2.1	Spawning of enemies	Elijah Lee						■	■		
A2.2	Enemy drops	Elijah Lee						■	■		
C2.1	Game modes	Elijah Lee							■		
Milestone 3	**Evolution of Requirements and Extensions**										

Owen Tang

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1		DEADLINE 2			DEADLINE 3	
					Week4	Week5	Week6	Week7	Week8	Week9	Week10
Milestone 1	**Requirements Analysis and Preliminary Design**										
3.4	UML Design	Owen Tang			▨▨▨	▨▨					
Milestone 2	**Domain Modelling and Implementation**										
4.5	Backend MVP	Owen Tang									
AT1.4T	Tests for Consumables - A1	Owen Tang									
B1T	Tests for Buildings/Traps - B1	Owen Tang									
C1.1-2T	Tests for Pausing/Unpausing - C1	Owen Tang									
B1.1	Building cards	Owen Tang									
B1.2	Trap cards	Owen Tang									
A1.4	Consumables	Owen Tang									
C1.1	Ability to pause	Owen Tang									
C1.2	Ability to unpause	Owen Tang									
Milestone 3	**Evolution of Requirements and Extensions**										

Nathan Cao

NUMBER	TASK	AUTHOR	START DATE	END DATE	DEADLINE 1		DEADLINE 2			DEADLINE 3	
					Week4	Week5	Week6	Week7	Week8	Week9	Week10
Milestone 1	**Requirements Analysis and Preliminary Design**										
3.6	Low-Fidelity UI Design	Nathan Cao			▨▨▨	▨▨▨					
Milestone 2	**Domain Modelling and Implementation**										
4.5	Frontend MVP	Nathan Cao									
AT1.3T	Tests for Money - A1	Nathan Cao									
C2.2T	Tests for Completion Goals - C2	Nathan Cao									
4.4	Frontend Implementation	Nathan Cao									
A1.3	Money	Nathan Cao									
C2.2	Completion for non-endless mode	Nathan Cao									
Milestone 3	**Evolution of Requirements and Extensions**										