First numbers represents activities...

In the List of products it is mandatory that every product is connected to its

activity bay the first number: 1.2. is the second product of activity 1.

FIRST PHASE = PREPARATION

1.1 Product specification (PRODUCT: 1.1 Specificaiton 2.11. PO)

1.2 Project proposal (PRODUCT: 1.2 Project proposal 9.11 PO)

1.3 Project proposal presentation -10min)

PRODUCT: Project proposal presentation 10-15.11.2016 PO

2. Project managment-risk managment

3. Traning in information design (3 & 4 are from the same person)

4. Information design -- https://www.designacademy.nl/Study/Master/General/InformationDesign.aspx

(We can say that traning is needed so the next step is also important)

(Dependencies is 3.)

5. Tutuorial development(no dependencies.)

(Yes, it has a lot to do with the Front-end, but it could be developed indeipendetly and

added later- for 6, it is just nessecery to know the main idea, but let say it is

6.'s step dependency

PRODUCT: 5.1 Tutorial description and specification

= what it will

be and what it will include. 13.11)

6. Front-end design(PRODUCT: 6.1 Wireframes and sitemaps 15.11)

(-4. and 6. is best to attach to the same person. Be aware that 7. doesnt have to be)

(Dependency is 4., 5.)

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SECOND PHASE = CODING

7. Front-end deployment (PRODUCT: web pages v0.0 -css/html/javascript for user interaction)

(Dependency is 6.)

8.Testing, error handling and repairing(Dependency is 7.) (PRODUCT:web pages v1.0 -css/html/javascript for user interaction)

9. Development of game logic 1v1

10. Deployment of game logic 1v1 into javacsript code(Can go in a parallel with frontend)

(PRODUCT: running code representing the game logic v0.0 (with minimalistic frontend which will be

supplied with the product of stage 8.))

(I found a good article why should we use 'thick' client. That (could be :D) is our reson why

did we choose to implement the logic of the game in javascript :D

-you can find it on: http://developer.telerik.com/featured/front-end-driven-applications-new-approach-applications/)

11. Testing of running code representing the game logic, fails handling and repairing (Dependency is 10.)

(PRODUCT: running code representing the game logic v1.0 (with minimalistic frontend which will be

supplied with the product of stage 8.))

12. Back-end coding (PRODUCT: is FIFS machmaking system v0.0)

13. Testing FIFS, Fails handling and repairing (Dependency is 12.)

(PRODUCT: is FIFS machmaking system v1.0)

14. Ai development (PRODUCT: Algorithm)

15. Ai deployment and insertion in 11. (dependencies: 11., 13.)

16. Testing, fails handling and reparing (PRODUCT: running code representing card game briscola 1v1, where one player is ai)

17. Integration (Back-end, front-end, application logic) (Application V 0.0) (Dependencies:16., 13., 11., 8.)

18. Testing integrated system,fails handling and reparing (Dependency is 17.)

(PRODUCT: Final Application v 1.0)

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THIRD PHASE = FINISH

19.1 Documentation (PRODUCT: documentaion file) - in each step of the development there is need to

document your work, at least your code.

This step is actualy the documentation integration. (Can go in parallel with the developement,

adding new thing to it. but let say that

Dependency: 18.)

19.2 Intermediate presentation

Not big enough to be considered in the table:

(PRODUCT: pptx presentation -)

19.3 Presentation (PRODUCT: pptx presentation or some othe presentation)

(Dependency: 18.) - 12.-17.11.