| | Estimate | Done | To Do | Workload Per Week | | | Anna | Pierre | Selim | Sjors | Tomek | Wen |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All time estimates are in hours | 203 | 189 | 8 | 8 | | | | | | | | |
| | | | | | | Work done: | 40 | 8 | 29 | 22 | 75 | 15 |
| | | | | | | Minimal work required till now: | 24 | 24 | 24 | 24 | 24 | 24 |
| Project GitHub Page | Issues | Code | Sketchpad | Work Timeline | | Missing from required above: | -16 | 16 | -5 | 2 | -51 | 9 |
| | | | | | | Estimated workload per week to complete: | 2 | 2 | 2 | 2 | 2 | 2 |
| | | | | | | Recommended work for this week: | 2 | 18 | 2 | 4 | 2 | 11 |

| Task | Estimate | Assignee | Time spent | Comments | | | | |
|---|---|---|---|---|---|---|---|---|
| Project Analysis | 4 | Tomek | 4 | | Weeks to go: | 0 | | |
| Time and tasks managment - this sheet etc. | 4 | Tomek | 4 | | Start (30/10/2018): | 44 | | |
| Mentoring (live coding etc.) | 2 | Tomek | 2 | | Current: | 50 | | |
| | | | | | End (11/12/2018): | 50 | | |
| Starting with SWING | 4 | Anna | 4 | | Deadline (14/12/2018) ... | | | |
| Starting with SWING | 4 | Pierre | 4 | | | | | |
| Starting with SWING | 4 | Selim | 4 | | | | | |
| Starting with SWING | 4 | Sjors | 4 | | | | | |
| Starting with SWING | 4 | Tomek | 4 | | | | | |
| Starting with SWING | 4 | Wen | 4 | | | | | |
| | | | | | | | | |
| Finding tutorials and examples for the group (exact algorithm, time | 3 | Tomek | 3 | | | | | |
| | | | | | | | | |
| Managing layouts (visual arangment of components) | 2 | Tomek | 2 | | | | | |
| | | | | | | | | |
| Selection of the game modes | 2 | Selim | 2 | | | | | |
| Switching from game modes to graph specification | 1 | Tomek | 1 | Did not end up in the final game. | | | | |
| | | | | | | | | |
| Asking for random graph specification | 3 | Selim | 7 | | | | | |
| Asking for a graph file location | 3 | Selim | 7 | | | | | |
| Graph file selection filtering (only txt files) | 2 | Selim | 5 | | | | | |
| Graph specification validation (wrong format, wrong numbers etc.) | 2 | Tomek | 1 | | | | | |
| | | | | | | | | |
| Random graph generation | 1 | Tomek | 1 | Done in phase 1 | | | | |
| Line graph generation | 1 | Wen | 3 | Not integrated. | | | | |
| Loading a graph from a file | 1 | Tomek | 1 | Based on Kelk code | | | | |
| Integrating graph making with graph specification screen | 3 | Tomek | 3 | | | | | |
| | | | | | | | | |
| Exact algorithm research | 2 | Tomek | 2 | | | | | |
| Exact algorithm improvement | 24 | Anna | 24 | Done. | | | | |
| Exact algorithm integration | 3 | Tomek | 3 | | | | | |
| Graph class | 2 | Tomek | 4 | | | | | |
| | | | | | | | | |
| Displaying a graph (vertices and edges, arrangement in space) | 8 | Anna | 8 | | | | | |
| Optimizing space aragment of vertices and edges | 1 | Tomek | 1 | | | | | |
| Displaing the required graph (integration with graph selection) | 2 | Tomek | 2 | | | | | |
| Selecting a color | 6 | Sjors | 6 | | | | | |
| Indicating selected color | 1 | Tomek | 1 | | | | | |
| Adding a color | 2 | Sjors | 8 | Finally not used. | | | | |
| Changing a color of a vertex | 4 | Tomek | 4 | | | | | |
| Integrating graph class with colors managment | 2 | Tomek | 2 | | | | | |
| Display the count of the colors used (lower left corner) | 2 | Tomek | 1 | | | | | |
| | | | | | | | | |
| Timer counting down sketch | 4 | Wen | 4 | | | | | |
| Timer counting down | 4 | Tomek | 1 | | | | | |
| Timer counting up | 2 | Tomek | 2 | | | | | |
| Integrating Timer into Graph Screen | 2 | Tomek | 2 | | | | | |
| | | | | | | | | |
| Main Screen Integration (graph, colors, timer) | 6 | Tomek | 6 | | | | | |
| Fixing issues with look and feel and graph panel size on Mac | 1 | Tomek | 1 | | | | | |
| | | | | | | | | |
| "Bitter End" End of the game check (chromatic number found) | 4 | Tomek | 1 | | | | | |
| "Upper bound" End of the game check (times up) | 4 | Tomek | 1 | | | | | |
| "Upper bound" End of the game check (fully collored) | 1 | Tomek | 1 | | | | | |
| | | | | | | | | |
| "Random order" mode flow - allowing to color only current vertex | 4 | | | | | | | |
| Maintaing a state of what vertex is next in "random order" mode | 2 | | | | | | | |
| | | | | | | | | |
| All Screens Integration | 4 | Tomek | 1 | | | | | |
| Score and back to selection of the game modes | 2 | Tomek | 1 | | | | | |
| "Restart game" button + action | 2 | Tomek | 1 | | | | | |
| | | | | | | | | |
| Show chromatic number hint | 1 | Tomek | 1 | | | | | |
| Start validating edges hint | 3 | Tomek | 1 | | | | | |
| | | | | | | | | |
| Computing hints | 4 | Tomek | 1 | | | | | |
| Displaying a hint for a "bitter end" and "upper bound" | 4 | Tomek | 1 | | | | | |
| Displaying a hint for a "random order" | 4 | Tomek | 1 | | | | | |
| | | | | | | | | |
| Documentation | 2 | Tomek | 2 | | | | | |
| Unit tests | 2 | Tomek | | | | | | |
| | | | | | | | | |
| Presentation | 4 | Anna | 4 | | | | | |
| Presentation | 4 | Pierre | 4 | | | | | |
| Presentation | 4 | Selim | 4 | | | | | |
| Presentation | 4 | Sjors | 4 | | | | | |
| Presentation | 4 | Tomek | 4 | | | | | |
| Presentation | 4 | Wen | 4 | | | | | |