Mini Game Hub

Feb 28, 2020

McMaster University, SFWRENG 3XA3

http://https://gitlab.cas.mcmaster.ca/khana172/3xa3-project/

Project manager	
Project dates	Jan 29, 2020 - Apr 7, 2020
Completion	0%
Tasks	32
Resources	4

Group project for SFWRENG 3XA3
Members:
Arshan Khan
Andrew Hum
William Lei
Jame Tran

Tasks

Name	Begin date	End date
Development Plan *0.5%*	1/31/20	1/31/20
Write Development Plan *5%*	1/29/20	1/31/20
Write Sections 1-3	1/29/20	1/29/20
Write Remaining Sections	1/30/20	1/31/20
Requirements Document Revision 0	2/7/20	2/7/20
Write SRS	2/3/20	2/7/20
Define Project Drivers	2/3/20	2/3/20
Define Function & Non-Functional Requirements	2/4/20	2/5/20
Define Project Issues & Appendix	2/5/20	2/6/20
Final Revision	2/7/20	2/7/20
Proof of Concept Demo *6%*	2/14/20	2/14/20
Build Proof of Concept	2/3/20	2/14/20
Learn how to create graphics	2/3/20	2/4/20
Build game launcher	2/5/20	2/10/20
Work on game one	2/7/20	2/11/20
Complete Proof of Concept	2/12/20	2/14/20
Test Plan Revision 0 *5%*	2/28/20	2/28/20
Develop Test Plan	2/17/20	2/28/20
Begin Section 1 and Task Division	2/17/20	2/20/20

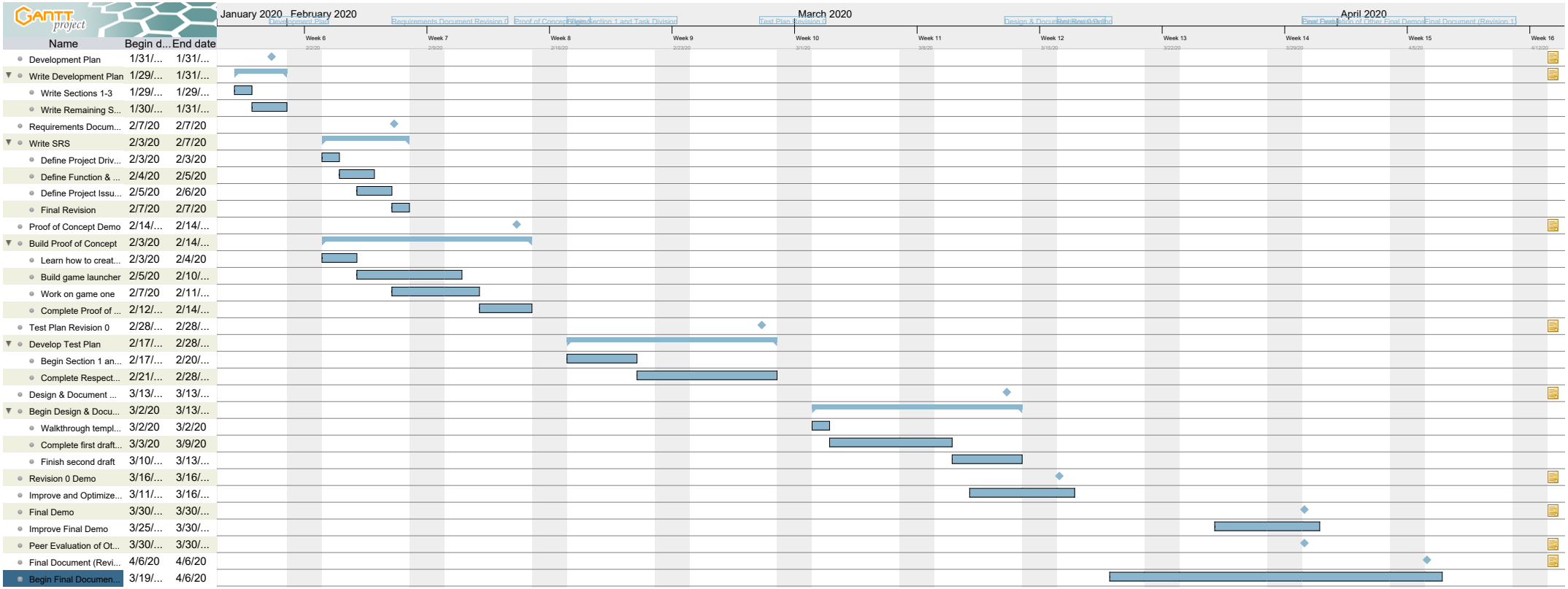
Tasks

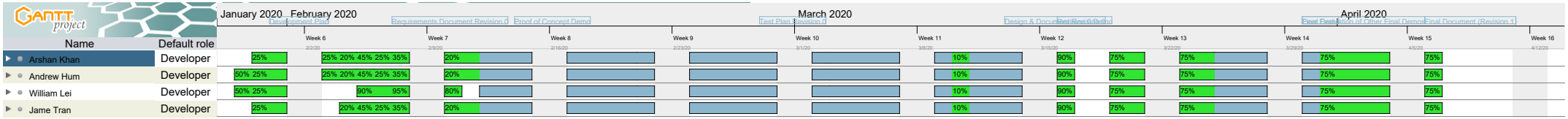
Name	Begin date	End date
Complete Respective Sections	2/21/20	2/28/20
Design & Document Revision 0	3/13/20	3/13/20
5%		
Begin Design & Document Revision	3/2/20	3/13/20
Walkthrough template with group	3/2/20	3/2/20
Complete first draft of document	3/3/20	3/9/20
Finish second draft	3/10/20	3/13/20
Revision 0 Demo	3/16/20	3/16/20
6%		
Improve and Optimize Demo	3/11/20	3/16/20
Final Demo	3/30/20	3/30/20
30%		
Improve Final Demo	3/25/20	3/30/20
Peer Evaluation of Other Final Demos	3/30/20	3/30/20
2%		
Final Document (Revision 1)	4/6/20	4/6/20
30%		
Begin Final Documentation	3/19/20	4/6/20

Resources

Name	Default role
Arshan Khan	Developer
Andrew Hum	Developer
William Lei	Developer
Jame Tran	Developer

Gantt Chart



Name	Begin d...	End date
Development Plan	1/31/...	1/31/...
Write Development Plan	1/29/...	1/31/...
Write Sections 1-3	1/29/...	1/29/...
Write Remaining S...	1/30/...	1/31/...
Requirements Docum...	2/7/20	2/7/20
Write SRS	2/3/20	2/7/20
Define Project Driv...	2/3/20	2/3/20
Define Function & ...	2/4/20	2/5/20
Define Project Issu...	2/5/20	2/6/20
Final Revision	2/7/20	2/7/20
Proof of Concept Demo	2/14/...	2/14/...
Build Proof of Concept	2/3/20	2/14/...
Learn how to creat...	2/3/20	2/4/20
Build game launcher	2/5/20	2/10/...
Work on game one	2/7/20	2/11/...
Complete Proof of ...	2/12/...	2/14/...
Test Plan Revision 0	2/28/...	2/28/...
Develop Test Plan	2/17/...	2/28/...
Begin Section 1 an...	2/17/...	2/20/...
Complete Respect...	2/21/...	2/28/...
Design & Document ...	3/13/...	3/13/...
Begin Design & Docu...	3/2/20	3/13/...
Walkthrough templ...	3/2/20	3/2/20
Complete first draft...	3/3/20	3/9/20
Finish second draft	3/10/...	3/13/...
Revision 0 Demo	3/16/...	3/16/...
Improve and Optimize...	3/11/...	3/16/...
Final Demo	3/30/...	3/30/...
Improve Final Demo	3/25/...	3/30/...
Peer Evaluation of Ot...	3/30/...	3/30/...
Final Document (Revi...	4/6/20	4/6/20
Begin Final Documen...	3/19/...	4/6/20

Resources Chart