

	Task and Description	Assigned To	Start	End	Dur	%	2021			
							Feb	Mar	Apr	May
	Trainia.us	Group 2	2/3/21	5/17/21	74					
1	Evaluate Requirements: The purpose of the website would be to create a fun, interactive learning environment for teens to become more aware of what they should be doing to maximize their performance in a given sport.	Group 2	2/8/21	2/20/21	10					
1.1	Initial Requirements: Establish Functional and Non-functional requirements of the project in order to develop the product.	James Garrison	2/8/21	2/14/21	5					
1.2	Client Meet: Discuss requirement findings with client, to keep them in the loop and ensure the parts deemed required are to their liking.	Group 2	2/18/21	2/18/21	1					
1.3	Detailed Update of Requirements: Update Requirements to account for client input at prior client meet.	James Garrison	2/18/21	2/20/21	2					
2	Research Documents	Group 2	2/20/21	3/31/21	28					
2.1	Use Cases: Visual and Formal documents to explain the possible user actions, demonstrating what actors can perform the action, alternative actions, and exceptions to standard course of action	Tongwa Aka, Jonathan Schimpf	2/20/21	3/31/21	28					
2.1.1	Visual Diagram: Illustrates the connections being actions and the users that can perform them.	Tongwa Aka	2/20/21	3/31/21	28					
2.1.2	Formal Use Cases: Tables to detail the order of operation for a particular user action, will also detail any predicted exception or alternative actions should the user not be able to perform the standard actions.	Tongwa Aka, Jonathan Schimpf	2/20/21	3/31/21	28					
2.2	Sequence Diagrams: Visual aid to illustrate the game's interaction with the player and the system.	Jonathan Schimpf	2/20/21	3/31/21	28					
3	Design Documents:	Group 2	2/3/21	2/21/21	13					
3.1	HLA: Visual of the interaction between the product, its database, and PayPal.	Phuong Dinh Nguyen	2/3/21	2/21/21	13					
3.2	Component Diagram: Illustration that shows and explains the connections between the various components of the product.	Gigi Caldano, Tongwa Aka	2/3/21	2/21/21	13					
3.3	Interface Specification: Illustration that shows and explains the connections between the interfaces planned for the product.	Phuong Dinh Nguyen, Mamadou Ndong	2/3/21	2/21/21	13					
4	Development	Group 2	3/31/21	5/16/21	33					
4.1	Website	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	3/31/21	5/16/21	33					
4.1.1	Home Page: The landing page for users, lets them explore the site, login or create an account, and learn more about the product.	Tongwa Aka	3/31/21	5/16/21	33					
4.1.2	Profile: The components that allow users to create and manage an account that is registered to the site.	Mamadou Ndong	3/31/21	5/16/21	33					
4.1.3	Payment: The components that allow users to make payments to support the site.	Jonathan Schimpf	3/31/21	5/16/21	33					
4.1.4	Game: The component that allows athletes to play a trivia game and learn about their health and wellness.	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	3/31/21	5/16/21	33					
5	Testing	Group 2	4/5/21	4/27/21	17					
5.1	Review Criteria: Uncover errors in the product and ensure the product is up to the project team's standard	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	4/5/21	4/27/21	17					
5.2	Test Skeleton: A simplified version of the product to test and verify all its working parts.	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	4/5/21	4/27/21	17					
6	Presentation	Group 2	4/27/21	5/17/21	15					
6.1	Prototype: An early version of the product, to be updated after a demonstration of its effectiveness to the client.	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	4/27/21	5/17/21	15					
6.2	PowerPoint: A presentation of the product and important events that occurred during its development.	Tongwa Aka, Mamadou Ndong, Jonathan Schimpf	4/27/21	5/17/21	15					