

Tasks, Gantt Charts and Plan Evolution

Assessment 1

Segment 1 (Nov 9 – Dec 9)

Task	Person	Status	Date	Priority
Github	All	Done	9/11/22	Medium
Prepare questions for customer meeting	All	Done	16/11/22	High
Demo of the game for customer meeting	Jack	Working on it	16/11/22	Low
Find the team logo	Sarah	Stuck	9/12/22	Low

Segment 2 (Nov 30 – Dec 10)

Task	Person	Status	Date	Priority
Decide which platform to use for UML	All	Done	30/11/22	High
Create class diagrams	Jack, Asude, Will	Done	30/11/22	High
Discussed how much everyone should complete until the new year.	Jack	Done	10/12/22	High

Segment 3 (Dec 9 – Dec 23)

Task	Person	Status	Date	Priority
Finalized and assigned everyone's roles	All	Done	09/12/22	High
Decide on who is doing which part	Jack, Asude, Will	Done	23/12/22	High

Role	Person
Architecture	Asude and Kate
Method Selection and Planning	Asude and Will
Risk Management	Sarah and Kate
Requirements	Sarah and Matt
Implementation	Jack and Will

Segment 4 (Christmas Break) (Dec 15 – Jan 14)

Task	Person	Status	Date	Priority
Fix movement	Jack	Done	15/12/22	High
Add second chef	Jack	Done	15/12/22	Low
Fix Chef-Chef collision to avoid sliding	Jack	Done	15/12/22	Medium
Outline team's approach for software engineering methods	Will	Working on it	03/01/23	Medium
Outline the team's approach to team organisation	Asude	Working on it	20/12/22	Medium
Describe and justify the risk management process	Sarah	Working on it	21/12/22	Medium
Write a succinct introduction explaining how requirements were elicited and negotiated, and why they are presented as they are	Sarah	Working on it	23/12/22	High
Added FRs and NFRs to Requirements	Matt and Sarah	Working on it	05/01/23	High

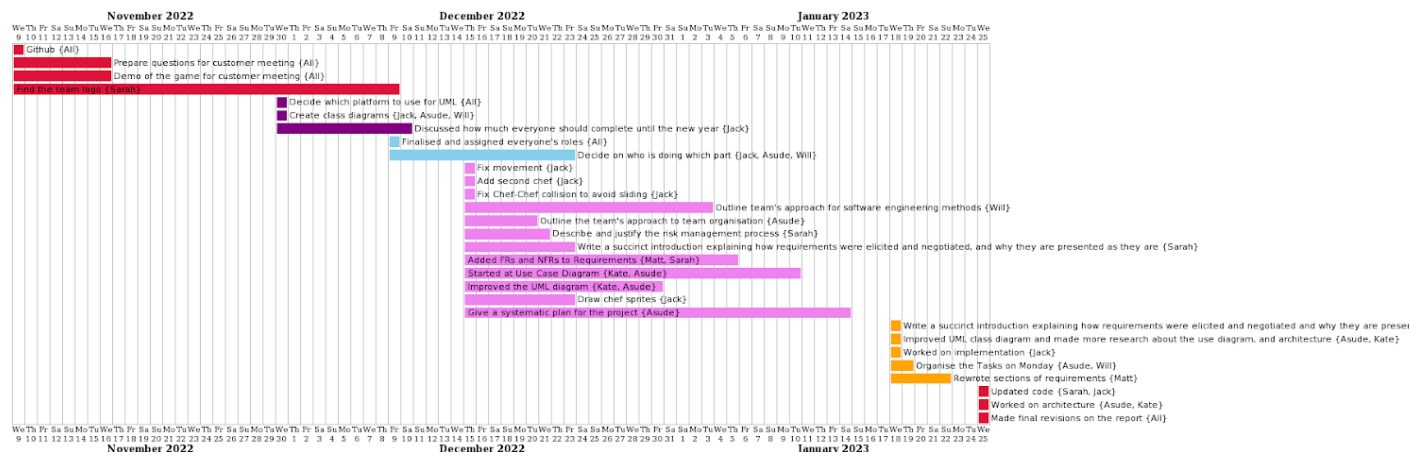
Started at Use Case Diagram	Kate and Asude	Working on it	10/01/23	High
Improved the UML diagram	Asude and Kate	Done	30/12/22	High
Draw chef sprites	Jack	Done	23/12/22	High
Give a systematic plan for the project	Asude	Working on it	14/01/23	Medium

Segment 4 (Jan 18 – Jan 22)

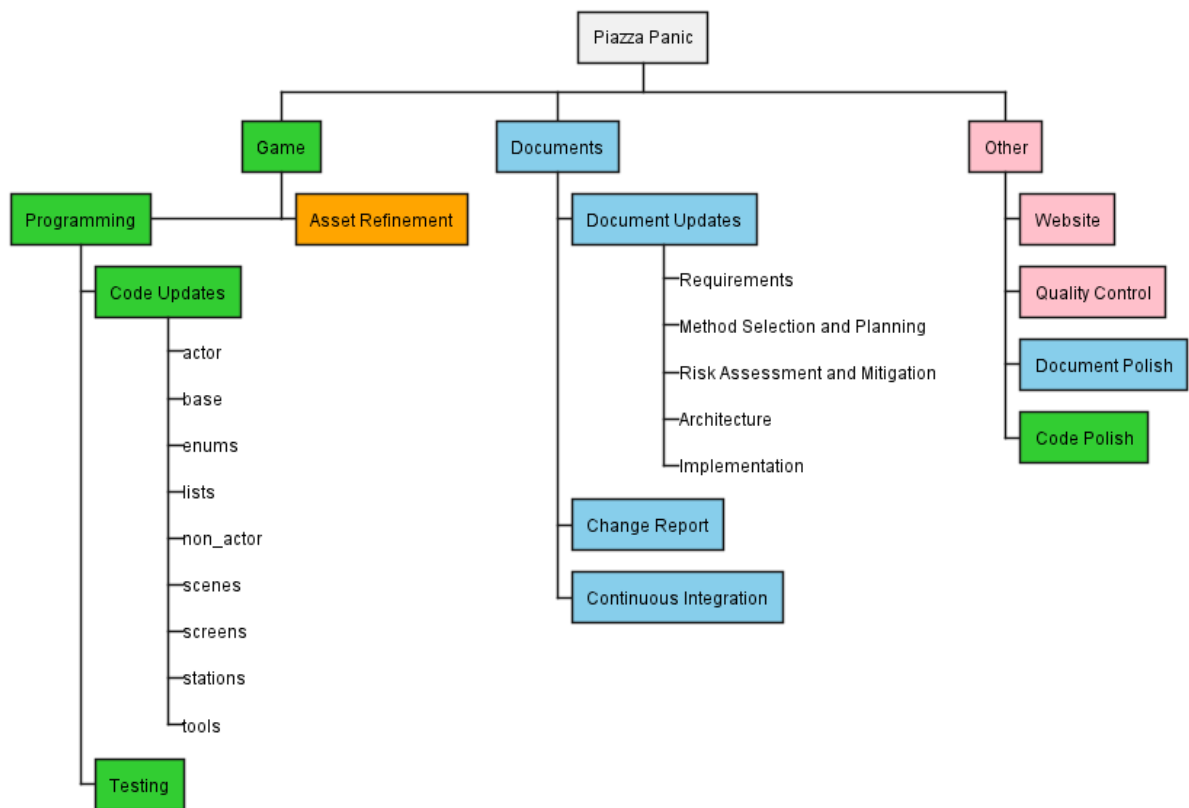
Task	Person	Status	Date	Priority
Write a succinct introduction explaining how requirements were elicited and negotiated, and why they are presented as they are.	Sarah	Done	18/01/23	High
Improved UML class diagram and made more research about the use diagram, and architecture	Asude and Kate	Done	18/01/23	High
Worked on implementation	Jack	Working on it	18/01/23	High
Organise the tasks on Monday	Asude and Will	Working on it	19/01/23	Medium
Rewrote sections of requirements	Matt	Done	22/01/23	High

Segment 5 (Jan 25)

Task	Person	Status	Date	Priority
Updated code	Sarah and Jack	Done	25/01/23	High
Worked on architecture	Asude and Kate	Done	25/01/23	High
Made final revisions on the report	All	Done	25/01/23	High



Assessment 2



Game Tasks

Task		Person	Status	Date	Priority
Code Updates	actor	Liam, Jack	Done	25/04/23	High
	base	Liam, Jack	Done	18/04/23	Medium
	enums	Jack	Done	04/04/23	Medium
	lists	Liam	Done	29/03/23	Medium
	non_actor	Liam, Jack	Done	11/04/23	High
	scenes	Liam, Jack	Done	11/04/23	Medium
	screens	Liam, Jack	Done	25/04/23	Medium
	stations	Jack	Done	25/04/23	High
	tools	Liam	Done	18/04/23	High
Testing		Adam, Cameron	Done	02/05/23	High
Asset Refinement		Cameron	Done	02/05/23	Medium

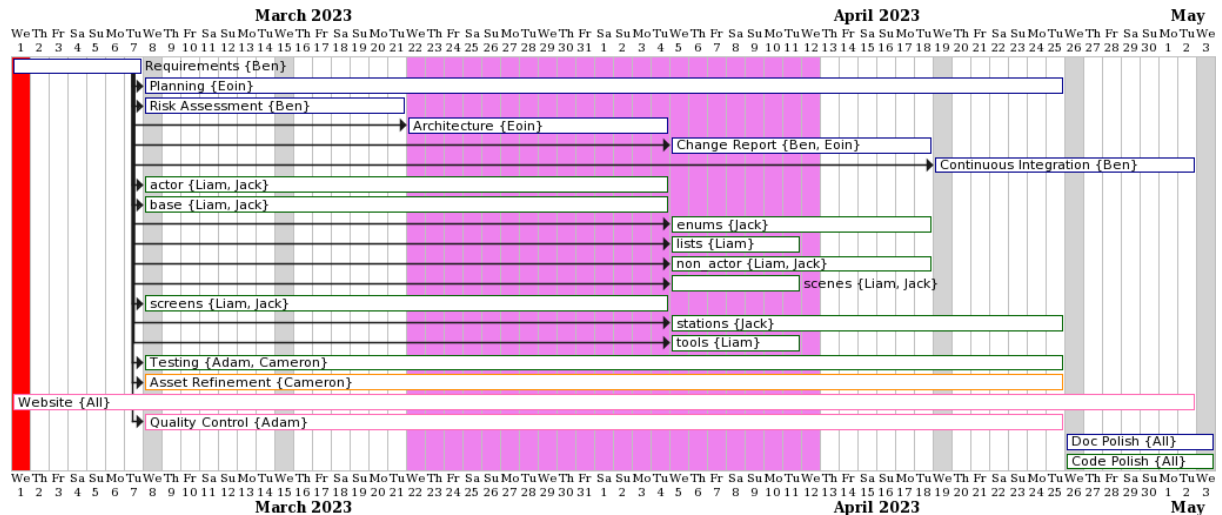
Document Tasks

Task		Person	Status	Date	Priority
Document Updates	Requirements	Ben	Done	14/03/23	Medium
	Method Selection and Planning	Eoin	Done	02/05/23	Medium
	Risk Assessment and Mitigation	Ben	Done	21/03/23	Medium
	Architecture	Eoin	Done	25/04/23	Medium
Change Report		Ben, Eoin	Done	02/05/23	High
Continuous Integration		Ben	Done	04/04/23	Low

Other Tasks

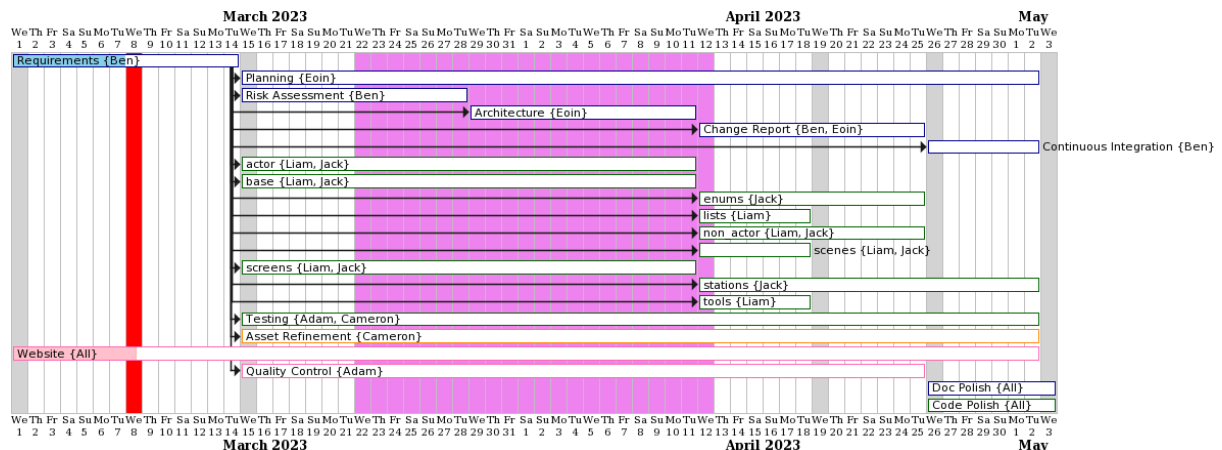
Task	Person	Status	Date	Priority
Website	All	Done	02/05/23	Low
Quality Control	Adam	Done	25/04/23	Medium
Document Polish	All	Done	03/05/23	Low
Code Polish	All	Done	03/05/23	Low

First Meeting 01/03/23



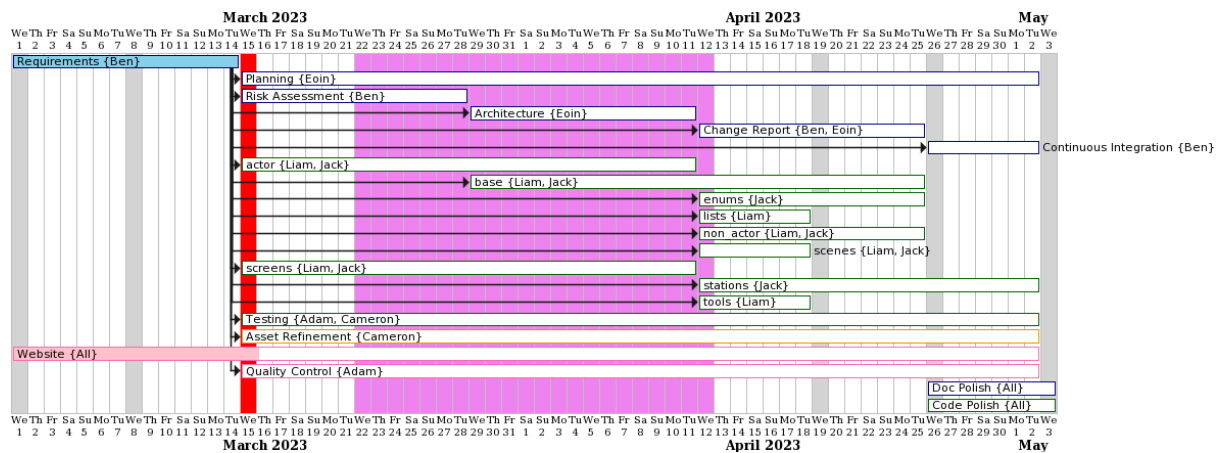
For our Gantt charts, grey days represent in person ENG1 practical sessions where we will have a meeting. The period of violet days represents the easter break. We need to organise at least one meeting during this time. We aren't going to schedule this too far in advance as we don't know when each other will be free yet.

Second 08/03/23



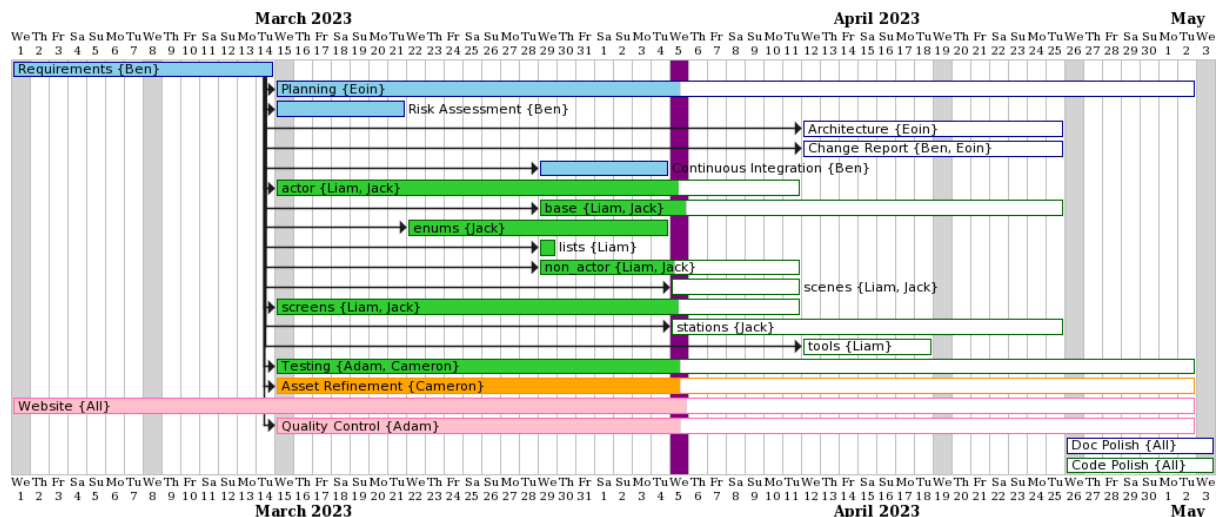
Had the client meeting on the Monday. Decided to give ourselves another week for Ben to finish the requirements document and for the rest of us to start researching what we are going to need to do to finish the Piazza panic game.

Third 15/03/23



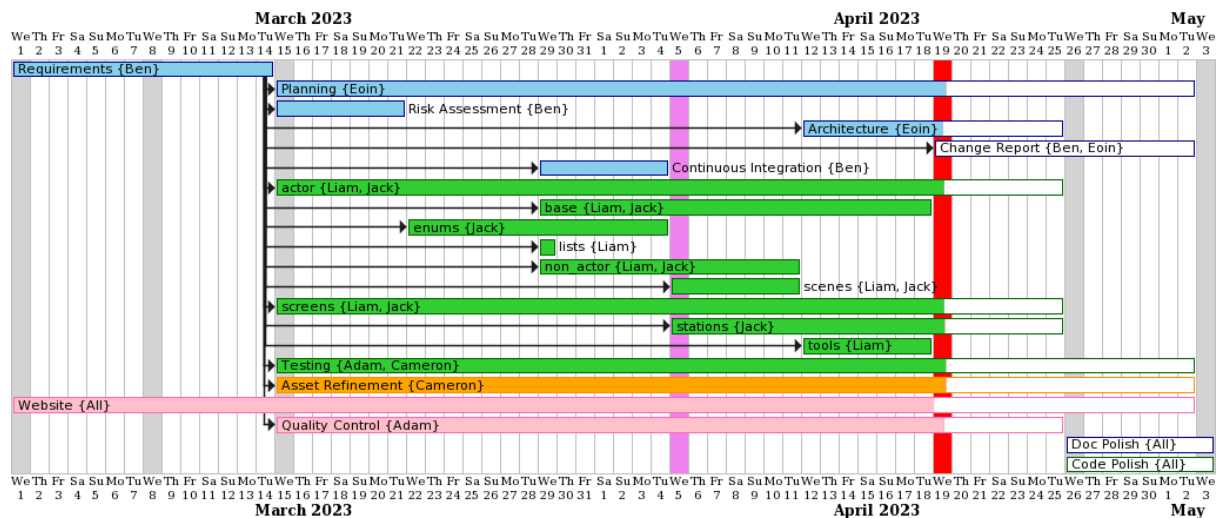
Pushed the 'base' task of coding back week to give the coders time to work on 'actor' and 'screens'. We are going to arrange the date for our easter break discord meeting during the holiday. Everyone has a good idea of what needs to be worked on over the Easter break.

Fourth 05/04/23 (Easter break discord meeting)



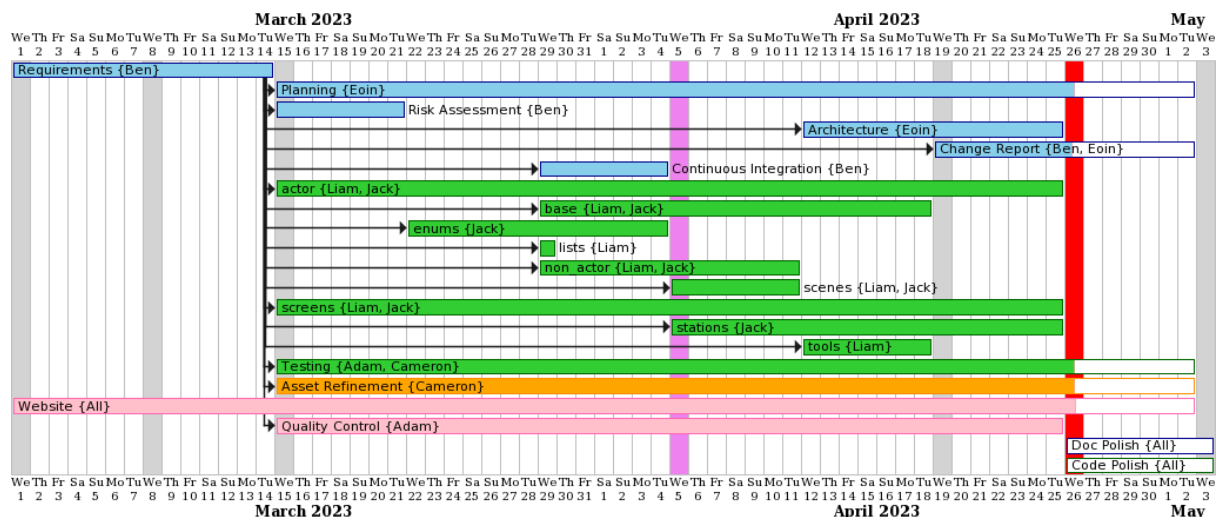
The coding team were ahead of schedule so had already started on some of the task that weren't meant to be done yet. Enums and lists had already been completed by Jack and Liam respectively. The risk assessment only took half the amount of time expected. The architecture was also pushed back as Eoin was working on the plan.

Fifth 19/04/23



The change report was pushed back by a week due to the document team focusing their efforts on other parts of the assessment. Bulk of the coding work had also now been completed.

Sixth 26/04/23



Final bits of polish to add in the last week. Testing is still uncompleted yet.

Final 03/05/23

