Mars Interactive Gantt Chart

PROJECT TITLE	Mars Interactive
PROJECT MANAGER	Kyle Dick

START DATE	17/01/2022
CURRENT DATE	22/11/21

Timeline columns (week commencing): 17/01/2022, 24/01/2022, 31/01/2022, 24/01/2022, 31/01/2022, 7/2/2022, 14/2/2022, 21/2/2022, 28/2/2022, 7/3/2022, 14/3/2022, 21/3/2022, 28/3/2022, 4/4/2022, 11/4/2022, 18/4/2022 (each divided into M T W R F)

Requirement(s) ID	TASK TITLE	START DATE	DUE DATE	DURATION
A	**Explorable Area**			
FR-S-01,02,03,05,06,07	Initialise the scene with basic flat terrain and static lighting.	03/01/22	05/01/22	3
FR-S-04	Integrate the WebXR API into the environment.	06/01/22	07/01/22	2
FR-U-08	Implement basic movement within the system using real world positioning	10/01/22	11/01/22	2
FR-S-09,U-10	Implement alternate movement style using the marker based positioning.	12/01/22	14/01/22	3
FR-S-11	Implement a basic physics engine in the virtual world to simulate effects such as gravity	17/01/22	21/01/22	5
FR-U-13,S-14,28	Implement features which allow the player to pick up objects in the environment and throw them	24/01/22	26/01/22	3
FR-S-15	Replace the terrain with martian geography (Jezero Crater Modelled)	27/01/22	27/01/22	1
FR-S-12	Tweak the physics engine to support a Mars-like gravity	28/01/22	28/01/22	1
FR-S-16	Apply textures to the included models which appear natural for the environment	31/01/22	01/02/22	2
FR-S-17	Implement handling for the scaling of textures	02/02/22	04/02/22	3
FR-S-18,19,20	Implement a structure which will contain the objectives	07/02/22	07/02/22	1
FR-S-18	Implement objectives for the user to partake	08/02/22	08/02/22	1
FR-S-21,22	Allow for completed objectives to be archived.	09/02/22	09/02/22	1
FR-S-23,24	Implement the free roaming Mars Rover object	10/02/22	15/02/22	4
FR-U-26,27	Implement user control over the free roam Rover	16/02/22	18/02/22	3
FR-S-29,30,31,32,33	Implement collabative features: The ability for multiple users to inhabit the same session	21/02/22	25/02/22	5
FR-S-34	Implement the ability for URLs to be attached to virtual objects in the environment	28/02/22	01/03/22	2
FR-S-35,36	Implement the ability for stored URLs attached to objects to open new tabs within the users browser	02/03/22	02/03/22	1
NA	Final Review of Objective A	03/03/22	04/03/22	2
B	**Explorable Area**			
FR-S-37	Utilise the WebXR API to be able to access the features of a mobile phone that supports AR content	07/03/22	08/03/22	2
FR-S-38	Implement a method for the system to recognise two different surfaces	09/03/22	11/03/22	3
FR-S-39,42	Implement the placing of virtual objects within the real world environment	14/03/22	15/03/22	2
FR-S-39	Utilise the ability to recognise the surfaces to place objects realistically within the environment	16/03/22	18/03/22	3
FR-S-40	Implement the ability for the system to resize objects in the environment	21/03/22	21/03/22	1
FR-S-41	Implement the ability for the rendered objects size to be determined by proximity to the camera	22/03/22	23/03/22	2
FR-S-43,44,45	Implement the ability for virtual objects to move in the environment	24/03/22	25/03/22	2
FR-S-46,47	Modify the movement system so that it respects the surfaces in the environment. This means that the objects do not appear to float in the air.	28/03/22	29/03/22	2
FR-S-48	Include the rover model in place of placeholders.	29/03/22	29/03/22	1
FR-U-49,S-50	Include the ability for users to control the movement of the objects	30/03/22	31/03/22	2
FR-U-51	Include the ability for the user to opt into either experience.	01/04/22	01/04/22	1
	Remaining Time to Acommodate Changes			