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| 工作內容 | 負責人員 | 開始時間 | 完成時間 | 2018年12月 | | | | 2019年1月 | | | | 2019年2月 | | | | | 2019年3月 | | | 2019年4月 | | | | | 2019年5月 | | | | | |
| 12/1 |  | 12/30 | 12/31 |  | 1/15 | 1/16 |  | 2/1 | 2/10 | 2/15 | 2/18 | 2/28 | 3/25 | 3/26 | 3/31 | | 4/1 | 4/10 | 4/15 | 4/30 | | 5/1 | 5/10 | 5/15 | 5/25 | 5/29 | |
| 蒐集資料、  探討問題、  構思題目。 | 劉晉豪、劉豐銘謝正德、林浚誠 | 2018/12/1 | 2018/12/30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 專案目標確  立及提出系  統架構。 | 劉晉豪、劉豐銘謝正德、林浚誠 | 2018/12/31 | 2019/1/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 完成系統整  體架構設計  圖。 | 劉晉豪、劉豐銘  謝正德、林浚誠 | 2019/1/16 | 2019/2/1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 繪製ERD。 | 劉晉豪、劉豐銘 | 2019/2/2 | 2019/2/10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -設計Blockly。 | 劉晉豪 | 2019/2/2 | 2019/2/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 遊戲策畫。 | 謝正德 | 2019/2/2 | 2019/2/28 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 建立資料庫。 | 劉豐銘 | 2019/2/11 | 2019/2/18 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫-  Blockly轉譯  C語言。 | 劉晉豪 | 2019/2/16 | 2019/3/25 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -註冊、登入  介面。 | 劉晉豪 | 2019/3/26 | 2019/3/31 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 系統畫面設計。 | 謝正德 | 2019/3/26 | 2019/4/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 關卡設計。 | 謝正德、林浚誠 | 2019/3/26 | 2019/4/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -遊戲機制。 | 劉豐銘 | 2019/3/26 | 2019/4/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫-  普魯斯帝國  介面。 | 劉晉豪 | 2019/4/1 | 2019/4/10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -庫魯瑪帝  國介面。 | 劉晉豪 | 2019/4/11 | 2019/4/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -遊戲介面。 | 劉晉豪 | 2019/4/16 | 2019/4/30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -Blockly與遊  戲機制結合。 | 劉豐銘 | 2019/4/16 | 2019/4/30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -失落帝國  介面。 | 劉晉豪 | 2019/5/1 | 2019/5/10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -創造地圖  功能。 | 劉豐銘 | 2019/5/1 | 2019/5/10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 程式撰寫  -裝備、成就  功能。 | 劉晉豪、劉豐銘 | 2019/5/11 | 2019/5/15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 系統測試與  修正。 | 劉晉豪、劉豐銘  謝正德、林浚誠 | 2019/5/16 | 2019/5/25 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |
| 完成專案。 | 劉晉豪、劉豐銘、  謝正德、林浚誠 | 2019/5/26 | 2019/5/29 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |