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| 工作內容 | 負責人員 | 開始日期 | 完成日期 | 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 |  | 12/31 |  | 1/16 | 1/31 | 2/1 | 2/15 | 2/28 | 3/1 | 3/26 | 3/31 | 4/1 | 4/15 | 4/30 | 5/1 | 5/15 | 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-普魯斯與庫魯瑪帝國介面。 | 劉晉豪 | 2019/4/1 | 2019/4/15 |  | | | | | | | | | | | | | | | | | |
| 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 |  | | | | | | | | | | | | | | | | | |