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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。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 程式撰寫 -Blockly結合遊戲機制。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 程式撰寫 -失落帝國介面。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 程式撰寫 -創造地圖功能。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 程式撰寫 -裝備、成就功能。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 系統測試與修正。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 完成專案。 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |