

Gantt Chart

2020-3-13

Space Shooter

<http://>

/

2020-1-22 - 2020-4-7

48%

113

3

| | | |
|---|---------|---------|
| Problem Statement | 20-1-22 | 20-1-24 |
| What Problem to Solve | 20-1-22 | 20-1-24 |
| Why Problem Important | 20-1-22 | 20-1-24 |
| Context of The Problem | 20-1-22 | 20-1-24 |
| Development Plan Revision 0 | 20-1-27 | 20-1-31 |
| <i>Revision 0 Completed</i> | | |
| Introductory Blurb | 20-1-27 | 20-1-31 |
| Initial Team Meeting Plan | 20-1-27 | 20-1-31 |
| Initial Team Communication Plan | 20-1-27 | 20-1-31 |
| Initial Team Member Roles | 20-1-27 | 20-1-31 |
| Initial Git Workflow Plan | 20-1-27 | 20-1-31 |
| Initial Proof of Concept Demonstration Plan | 20-1-27 | 20-1-31 |
| Technology Would Be Used | 20-1-27 | 20-1-31 |
| Initial Coding Style | 20-1-27 | 20-1-31 |
| Initial Project Schedule | 20-1-27 | 20-1-31 |
| Requirements Document Revision 0 | 20-2-3 | 20-2-7 |
| Project Driver | 20-2-3 | 20-2-7 |
| Functional Requirements | 20-2-3 | 20-2-7 |
| Non-Functional Requirements | 20-2-3 | 20-2-7 |
| Project Issues | 20-2-3 | 20-2-7 |
| Proof of Concept Demonstration | 20-2-12 | 20-2-12 |
| Test Plan Revision 0 | 20-2-10 | 20-2-28 |
| General Information | 20-2-10 | 20-2-28 |
| Plan | 20-2-10 | 20-2-28 |
| System Test Description | 20-2-10 | 20-2-28 |

| | | |
|---|---------|---------|
| Tests For Functional Requirements | 20-2-10 | 20-2-28 |
| Tests For Non-Functional Requirements | 20-2-10 | 20-2-28 |
| Test For Proof of Concepts | 20-2-10 | 20-2-28 |
| Unit Test Plan | 20-2-10 | 20-2-28 |
| Modularization | 20-3-2 | 20-3-6 |
| <i>Splitting that code that was originally in the open source project being used into modules based on principles of information hiding</i> | | |
| Design & Document Revision 0 | 20-3-9 | 20-3-13 |
| Module Guide | 20-3-9 | 20-3-11 |
| Introduction | 20-3-9 | 20-3-11 |
| Anticipated and Unlikely Changes | 20-3-9 | 20-3-11 |
| Module Hierarchy | 20-3-9 | 20-3-11 |
| Connection Between Requirement and Design | 20-3-9 | 20-3-11 |
| Module Decomposition | 20-3-9 | 20-3-11 |
| Tracibility Matrix | 20-3-9 | 20-3-11 |
| Use Hierarchy Between Modules | 20-3-9 | 20-3-11 |
| Module Internal Specification | 20-3-12 | 20-3-13 |
| MIS for Constants Module | 20-3-12 | 20-3-13 |
| MIS for In-Game Assets Module | 20-3-12 | 20-3-13 |
| MIS for Game Objects Module | 20-3-12 | 20-3-13 |
| MIS for Game Functions Module | 20-3-12 | 20-3-13 |
| MIS for Game State Module | 20-3-12 | 20-3-13 |
| System Tests 1 - Basic Funtional Requirements | 20-3-11 | 20-3-13 |
| System Test - Buttons | 20-3-11 | 20-3-13 |
| System Test - Movement and Shooting | 20-3-11 | 20-3-13 |
| System Test - Collision | 20-3-11 | 20-3-13 |
| System Test - Death | 20-3-11 | 20-3-13 |

| | | |
|---|---------|---------|
| Revision 0 Demonstration | 20-3-16 | 20-3-16 |
| Implementation for Added Features | 20-3-16 | 20-3-24 |
| Implementing Functionality of Restart the Game | 20-3-16 | 20-3-16 |
| <i>The add-on feature of providing an option for user to restart the game after Space Shooter's death</i> | | |
| Implementing New Look for User Interface | 20-3-17 | 20-3-18 |
| <i>New look for the user interface of the main menu and post-game menu</i> | | |
| Implementing New Enemy Type | 20-3-19 | 20-3-24 |
| Implementin Functionality of New Enemy Type | 20-3-19 | 20-3-23 |
| Implementing the Appearance of New Enemy Type | 20-3-24 | 20-3-24 |
| Final System Tests | 20-3-25 | 20-3-27 |
| System Test - Shop | 20-3-25 | 20-3-25 |
| System Test - Look and Feel | 20-3-26 | 20-3-27 |
| System Test - Usability | 20-3-26 | 20-3-27 |
| System Test - Performance | 20-3-26 | 20-3-27 |
| System Test - Maintainability | 20-3-26 | 20-3-27 |
| System Test - Cultural Requirement | 20-3-26 | 20-3-27 |
| Final Demonstration (Revision 1) | 20-3-30 | 20-3-30 |
| Peer Eval of Other Teams Final Demo | 20-3-30 | 20-4-1 |
| Final Documentation (Revision 1) | 20-3-19 | 20-4-6 |
| Documentation Refinement | 20-3-19 | 20-3-27 |
| <i>Edit the documentations from revision 0 based on related new decisions made during the design and implementation process</i> | | |
| Refine Problem Statement | 20-3-19 | 20-3-19 |
| What Problem to Solve | 20-3-19 | 20-3-19 |
| Why Problem Important | 20-3-19 | 20-3-19 |

| | | |
|---|---------|---------|
| Context of The Problem | 20-3-19 | 20-3-19 |
| Refine Development Plan Revision 0 | 20-3-19 | 20-3-19 |
| <i>Revision 0 Completed</i> | | |
| Introductory Blurb | 20-3-19 | 20-3-19 |
| Initial Team Meeting Plan | 20-3-19 | 20-3-19 |
| Initial Team Communication Plan | 20-3-19 | 20-3-19 |
| Initial Team Member Roles | 20-3-19 | 20-3-19 |
| Initial Git Workflow Plan | 20-3-19 | 20-3-19 |
| Initial Proof of Concept Demonstration Plan | 20-3-19 | 20-3-19 |
| Technology Would Be Used | 20-3-19 | 20-3-19 |
| Initial Coding Style | 20-3-19 | 20-3-19 |
| Initial Project Schedule | 20-3-19 | 20-3-19 |
| Refine Requirements Document | 20-3-20 | 20-3-23 |
| Project Driver | 20-3-20 | 20-3-23 |
| Refined Functional Requirements | 20-3-20 | 20-3-23 |
| Refined Non-Functional Requirements | 20-3-20 | 20-3-23 |
| Refined Project Issues | 20-3-20 | 20-3-23 |
| Refine Test Plan Revision | 20-3-24 | 20-3-25 |
| Refined Plan | 20-3-24 | 20-3-25 |
| Refined System Test Description | 20-3-24 | 20-3-25 |
| Refined Tests For Functional Requirements | 20-3-24 | 20-3-25 |
| Refined Tests For Non-Functional Requirements | 20-3-24 | 20-3-25 |
| Refined Test For Proof of Concepts | 20-3-24 | 20-3-25 |
| Refined Unit Test Plan | 20-3-24 | 20-3-25 |
| Refined Module Guide | 20-3-26 | 20-3-26 |
| Refined Anticipated and Unlikely Changes | 20-3-26 | 20-3-26 |
| Refined Module Hierarchy | 20-3-26 | 20-3-26 |
| Refined Connection Between Requirement and Design | 20-3-26 | 20-3-26 |
| Refined Module Decomposition | 20-3-26 | 20-3-26 |

| | | |
|---|---------|---------|
| Refined Tracibility Matrix | 20-3-26 | 20-3-26 |
| Refined Use Hierarchy Between Modules | 20-3-26 | 20-3-26 |
| Refined Module Internal Specification | 20-3-27 | 20-3-27 |
| Refined MIS for Constants Module | 20-3-27 | 20-3-27 |
| Refined MIS for In-Game Assets Module | 20-3-27 | 20-3-27 |
| Refined MIS for Game Objects Module | 20-3-27 | 20-3-27 |
| Refined MIS for Game Functions Module | 20-3-27 | 20-3-27 |
| Refined MIS for Game State Module | 20-3-27 | 20-3-27 |
| Check Consistency of Documentation | 20-3-30 | 20-4-6 |
| Group Inspection on Problem Statement | 20-3-30 | 20-3-30 |
| Group Inspection on Development Plan | 20-3-31 | 20-3-31 |
| Group Inspection on Requirement Document | 20-4-1 | 20-4-1 |
| Group Inspection on Test Plan | 20-4-2 | 20-4-2 |
| Group Inspection on Module Guide | 20-4-3 | 20-4-3 |
| Group Inspection on Module Internal Specification | 20-4-6 | 20-4-6 |

Nishanth Raveendran
Dananjay Prabaharan
Hongzhao Tan

Maintainer
Maintainer
Maintainer

Gantt



