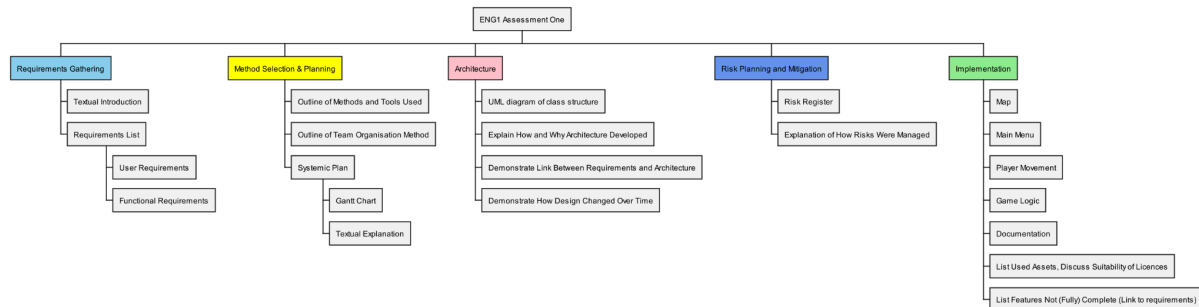# Project Planning

Planning breakdown

To understand the problem fully we created a breakdown of all the work that needs to be done. This was based primarily on the assessment brief and was guided by the customer meeting.


Project Timeline

At first we created a gantt chart to plan how we would work on the project over the phase of the first assessment. We predicted the time it would take to complete each task, as we embarked on the project we found that reality often didn't align with our predictions. We have created Gantt charts to show how our predicted timelines changed over the course of the project.

Original timeline

The planned timeline when we started the project is below. We provision time for each stage of the project such that each stage builds on the last. Whilst the bulk of the requirements gathering and method selection were be planned to take place in the below time allocations they will be treated as ongoing concerns for the duration of the project.The "Refine architecture" and "Evaluate risks" portions of the project will be worked on from their start date till the completion of the project.

In this timeline care is given to give significant time and consideration to planning and architecture before jumping into the project. The cost of this within the project is the reduced time to implement the game, therefore the turnaround time of implementation tasks is planned to be relatively short.
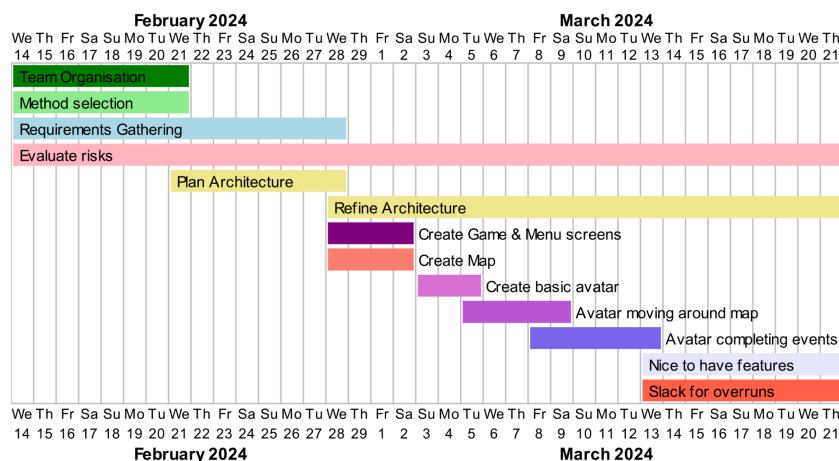
First revision

We ran into our first road block following the plan as our client meeting took place on the 29th February, this meant our requirements could not be finalised until after this date. We made use of this time to focus on selecting out methods and tooling, team organisation and risk management. We allowed some extra time to plan architecture after the meeting once we have a more complete picture of the problem.
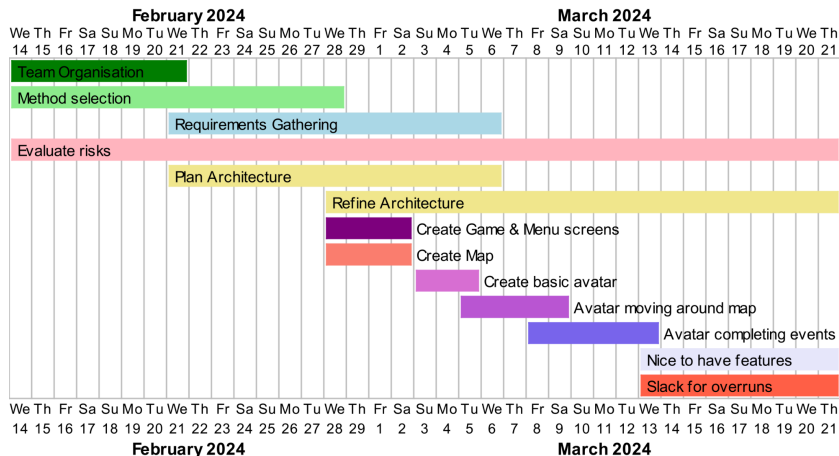
Second Revision

We ran into a second road block early in our implementation of the project. We found that creating and rendering the map was more difficult than initially anticipated, in addition we ran into some bugs that took time to resolve. For example we had an issue where transparent tiles appeared with a black background. Overall this resulted in the map phase of the project taking longer than planned.

In addition we found that the architecture diagrams took longer to produce than we had anticipated, we had planned out the diagrams enough to proceed with the implementation but we allowed another week for the diagrams to be fully developed.