

**Project Name:** SP-14 Red Build Chess Game Using AI  
**Report Date:** 4/28/2023

					Milestone #1				Milestone #2				Milestone #3					C-Day	
Deliverable	Tasks	Complete%	Current Status Memo	Assigned To	01/27	02/03	02/10	02/17	02/24	03/03	03/10	03/17	03/24	03/31	04/07	04/14	04/21	04/28	05/05
Requirements	Meet with members and select project	100%		Aaron, Haige,Nicholas	4														
	Define requirements	100%		Aaron	3	2													
	Review requirements and where code will be stored	100%		Aaron, Haige,Nicholas	2	2	2	2											
	Define UI requirements	100%		Nicholas	4	2	2	2											
	Get sign off on requirements	100%		Aaron	2	2	2	2											
Chess Design	Define tech required *	100%		Aaron		3	4	6	4										
	Research chess design	100%		Aaron, Haige,Nicholas		4	4	6	7										
	Ai design	100%		Haige		4	4	5	5	6									
	Design primitive UI diagram	100%		Nicholas			4	4	5	5	5								
	Develop working prototype	100%		Haige,Nicholas					10	10	10	5							
	Test prototype	100%		Aaron, Haige,Nicholas							5	5		5					
Development	Review prototype design	100%		Haige							8		5	10					
	Rework requirements	100%		Aaron, Haige,Nicholas							10		10	20	20				
	Document updated design	100%		Aaron, Nicholas										5	10				
	Test product	75%		Aaron, Haige,Nicholas										13	5				
Final report	Presentation preparation	100%		Aaron, Haige,Nicholas											20		3		
	Poster preparation	100%		Aaron, Haige,Nicholas											0				
	Final report submission to D2L and project owner	100%		Aaron, Haige,Nicholas											5	5	5	5	
			Total work hours	329	15	19	22	27	31	21	20	28	20	48	60	5	8	5	0

\* formally define how you will develop this project including source code management

Legend	
Planned	
Delayed	
Number	Work: man hours