448 Product Gantt Chart Team Zero 1

Time		Monday 10/17	Tuesday 10/18	Wednesday 10/19	Thursday 10/20	Friday 10/21	Saturday 10/22	Sunday 10/23	Monday 10/24	Tuesday 10/25	Wednesday 10/26	Thursday 10/27	Friday 10/28	Saturday 10/29	Sunday 10/30	Monday 10/31	Tuesday 11/1	Wednesday 11/2
Decideo	d Project			<b>\( \rightarrow \)</b>		i i												
Preparation	Code base testing						<b>—</b>		<b>&gt;•</b>									
Maze	Random Maze Generator						-											
	Maze solver																	
	Holes in Maze											<b>—</b>			<b>→</b>			
2D Game Graphics	2D grid on web page						<b>—</b>			<b>*</b>								
	Player motion in 2D grid																	
	Creating 2D maze on web page																	
	Testing movement in maze													H				
	Add FP perspective (from codebase) to movement								•—									
3D Game Graphics	3Dwebsite generation (three.js, wamp server)									<b></b>								
	Collisions in three.js																	
	3D path generation and FP movement (Babylon)															<b>+</b>		
Presentation and Documentation	Gantt Chart - planning														1			
for Project 3	Gantt Chart - editting																	
	UML – Use Case																	
	UML – Class Diagram														•			
	UML – State Diagram																	
	Power point Presentation														•			
	Scrum Product/Sprint Backlogs															+		

448 Product Gantt Chart Team Zero 2

Time				1 (10/30						Week 2 (11/6 – 11/12) Sprint 3								Week 3 (11/13 - 11/20) Sprint 4							Week (11/21 – 11/28) Sprint 5						
		S M T W T F S									S M T W T F S							S M T W T F S							S M T W T F S						
Transfer to object oriented code	Create prototypes, reaffirm code stability	<b>♦</b>	•			U.		•	•		.I.			•	•						·	•		•		•	•	•		•	·I
3D Game Graphics	Full maze generation hosted on github  Restricting movement																														
Start Menu	Display Screen before game play																														
	Difficulty options Button																														
Game Levels and Special Spaces	commands  Define/display start, end, and holes																														
	Player interaction with start, end, hole spaces																														
	Creating and displaying new maze Displaying old																														
	maze and marking hole																														
Score Board	Set up database																														
	Backend (php)  Connecting frontend with																														
Test Suite	backend Maze generator, solver, special spaces, levels, scalable difficulty, button commands, score board, end game																														
Product Presentation and Documentation	Update ULM (use case, class, and state diagram) Update Gantt																														
	Product Presentation																														
	Comments, documentation, sources																														
	Scrum Artifacts																														

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Shawn Parkes	
Rebekah Manweiler	
Team Zero	

448 Product Gantt Chart Team Zero 3