448 Product Gantt Chart Team Zero 1

Time		Week 1 ((11/6 – 11/12) Sprint 2						Week 2 (11/13 – 11/19) Sprint 3							Week 3 (11/20 – 11/26) Sprint 4						
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Transfer to	Create								1						1			1		ı	
object	prototypes,	$\triangle \rightarrow$																			
oriented code	reaffirm code stability	IY '																			
3D Game	Full maze			→																	
Graphics	generation	 																			
	Restricting movement					► [
	Host on GitHub			5																	
	or people server	 						₩													
	Textures and meshes]-												
Start Menu	3D Start Menu													<u> </u>							
	(resolved to									→											
	normal menu) Difficulty options									 				+							
	Page Communication																				
	Additional pages									*											
Game Levels	Define/display																				
and Special	start, end, and						→														
Spaces	holes Player interaction	++																			
	with start, end,																				
	hole spaces																				
	Displaying new/ Re-displaying																				
	previous mazes																				
	Disposing a maze																				
Score Board	Set up database						<u> </u>														
	Backend (php)																				
	Connecting	1 1																			
	frontend with backend																				
Test Suite	Maze Generator																				
	and Solver																				
	Collisions and Camera																				
	movement																				
	Disposal																				
Music	Find free music,																				
	HTML5 audio support	l 						1													
Product	Update ULM																				
Documentation	(use case, class,	L																			
	and state diagram)																				
	Update Gantt																				
	chart																				
	Comments, documentation,																				
	sources																				
	Scrum Artifacts																				

448 Product Gantt Chart Team Zero 2

	Time		Week 4 (11/27 – 12/3) Sprint 5						Week 5 (12/4 – 12/10) Sprint 6						1	Week 6 (12/11 – 12/17) Final Sprint							
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	Communication								J														
	Additional pages			4	—																		
Game Levels	Define/display															1							
and Special	start, end, and																						
Spaces	holes								_														
	Player interaction with start, end,		_																				
	hole spaces																						
	Displaying new/																						
	Re-displaying																						
	previous mazes																						
	Disposing a maze																						
Score Board	Set up database																						
	Backend (php)															+					-+		
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	Connecting											_(
	frontend with backend																						
Test Suite	Maze Generator	1						+	+							+					-+		
	and Solver																						
	Collisions and																						
	Camera											→					<u> </u>				-		
	movement	1						_	+												-+		
	Disposal								+			→											
Music	Find free music,											_											
	HTML5 audio	-							-		_					+					-		
	support																						
Product Documentation	Update ULM																						
Documentation	(use case, class, and state								+										=		-		
	diagram)																				- 1		
	Update Gantt															1	—						
	chart																						
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	Scrum Armacis																	<u> </u>			$\rightarrow \Diamond$		
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448 Product Gantt Chart Team Zero 3

Stephen Fulton	
Shawn Parkes	
Rebekah Manweiler	
All of Team Zero	