BlazeBrigadeGanttChart

007 (Team 7)

Project manager	
Project dates	Sep 20, 2016 - Dec 8, 2016
Completion	100%
Tasks	62
Resources	4

Tasks

Name	Begin date	End date
Problem Statement	9/20/16	9/23/16
Defining the problem, potential stakeholders and possible solution.		
Development Plan	9/26/16	10/3/16
A detailed insight on how the development will be taken place in terms of technology, team meeting plan and git workflow.		
Requirements Document - Revision 0	10/4/16	10/11/16
Software Requirements Specification documentation outlining the functional and non-functional requirements of the system.		
Proof of Concepts	10/12/16	10/21/16
Proof of Concepts demo outlining the initial development of the product.		
PoC Implementation	10/12/16	10/18/16
PoC Demonstation	10/19/16	10/21/16
Test Plan - Revision 0	10/21/16	10/31/16
Test plan is derived on how the system will be tested. Possible test cases should be discussed.		
Design Document - Revision 0	10/26/16	11/11/16
Decomposing the system to define design pattern. Consists of Module Guide and Module Interface Specification.		
Module Interface Specification	10/26/16	11/11/16
Module Guide	10/26/16	11/11/16
Module Development	11/14/16	11/18/16
Development of the modules that were initialized in the Module Guide.		
M4: Menu Module	11/14/16	11/18/16
M5: Model Module	11/14/16	11/18/16
M6: GUI Module	11/14/16	11/18/16
Development of Blaze Brigade	10/26/16	11/18/16
Timeframe of the actual implementation of Blaze Brigade. This is further broken down into reference to requirements and specific sprints.		
Sprint 1 Implementation	10/26/16	10/31/16
GUI and Menu Creation	10/26/16	10/31/16

Tasks

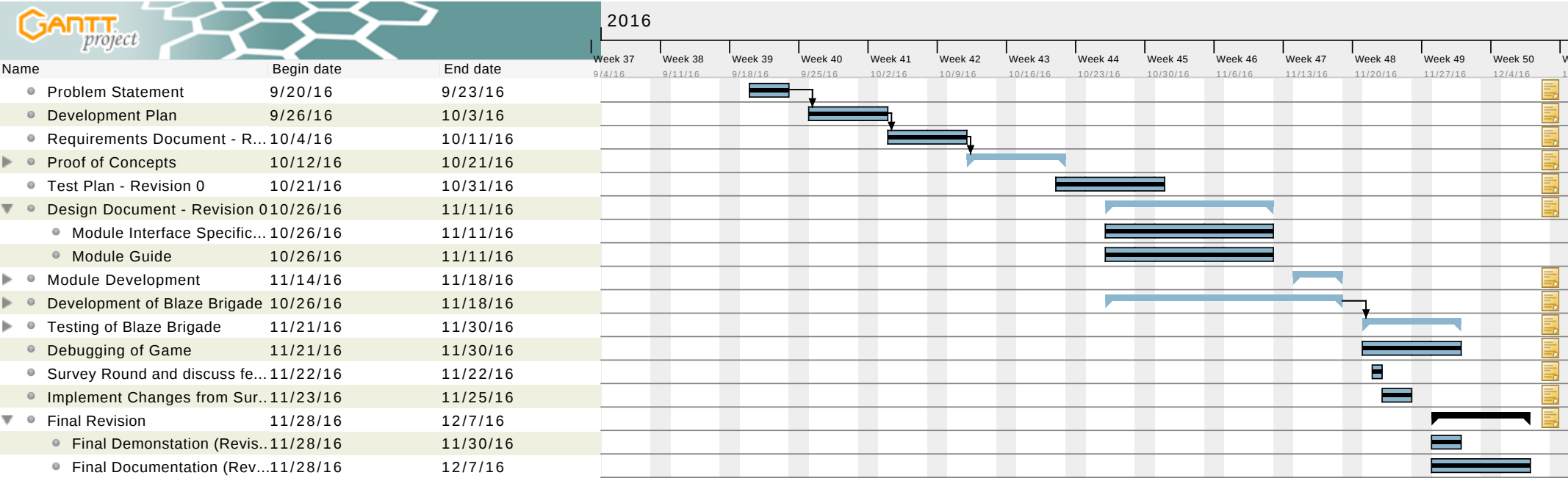| Name	Begin date	End date
Unit Highlight	10/26/16	10/31/16
Unit Movement	10/26/16	10/31/16
Unit Animation	10/26/16	10/31/16
Sprint 1 Unit Testing	10/26/16	10/31/16
Unit Test: Unit Movement	10/26/16	10/31/16
Unit Test: Unit State	10/26/16	10/31/16
Sprint 2 Implementation	11/1/16	11/11/16
Additional Unit Structure	11/1/16	11/11/16
Combat System (Attacking)	11/1/16	11/11/16
Unit Collision	11/1/16	11/11/16
Unit Moveability	11/1/16	11/11/16
Sprint 2 Unit Testing	11/1/16	11/11/16
Unit Test: Combat	11/1/16	11/11/16
Unit Test: Additional Unit	11/1/16	11/11/16
Sprint 3 Implementation	11/14/16	11/18/16
Add Obstacles	11/14/16	11/18/16
Game Structure and Full Army Teams	11/14/16	11/18/16
Sprint 3 Unit Testing	11/14/16	11/18/16
Unit Test: Obstacles	11/14/16	11/18/16
Unit Test: Full Army State	11/14/16	11/18/16
Testing of Blaze Brigade	11/21/16	11/30/16
Testing the Blaze Brigade system with the use of unit testing.		
Structural Testing	11/21/16	11/23/16
Check: Structure of Code	11/21/16	11/23/16
Check: Correct design behaviour	11/21/16	11/23/16
Static Testing	11/21/16	11/23/16
Check and Document: Code Inspections	11/21/16	11/23/16
Check and Document: Proof for Correctness	11/21/16	11/23/16

Tasks

Name	Begin date	End date
Integration Testing	11/23/16	11/24/16
Testing of Modules	11/23/16	11/24/16
System Testing	11/24/16	11/28/16
Check: Manual system walkthrough	11/24/16	11/28/16
Check: Automated system walkthrough	11/24/16	11/28/16
Check: Game's stress testing	11/24/16	11/28/16
User Acceptance Testin	11/25/16	11/28/16
Check: User's functional requirements are valid	11/25/16	11/28/16
Check: User's non-functional requirements are valid	11/25/16	11/28/16
Release Testing	11/29/16	11/30/16
Check: Installation and Setting up guide	11/29/16	11/30/16
Check: Game functional on other computers	11/29/16	11/30/16
Debugging of Game	11/21/16	11/30/16
Debugging the game from issues and misaligned behaviour from the testing. This also includes Revision 0 Demo		
Survey Round and discuss feedback from Rev 0 Demo	11/22/16	11/22/16
Usability survey open to friends and family to test the game.		
Implement Changes from Survey Feedback and Rev 0 Demo	11/23/16	11/25/16
Timeframe to take feedback from the survey and revision 0 demo to implement the changes for revision 1.		
Final Revision	11/28/16	12/7/16
Final revision includes the final demonstration presentation as well as updated documentation.		
Final Demonstation (Revision 1)	11/28/16	11/30/16
Final Documentation (Revision 1)	11/28/16	12/7/16

Resources

Name	Default role
Susan Yuen	Graphic Designer
Thien Trandinh	Gameplay Mechanic
Jeremy Klotz	Algorithm Specialist
Asad Mansoor	Product Architect

Gantt Chart

Name	Begin date	End date
Problem Statement	9/20/16	9/23/16
Development Plan	9/26/16	10/3/16
Requirements Document - R...	10/4/16	10/11/16
▶ Proof of Concepts	10/12/16	10/21/16
Test Plan - Revision 0	10/21/16	10/31/16
▼ Design Document - Revision 0	10/26/16	11/11/16
Module Interface Specific...	10/26/16	11/11/16
Module Guide	10/26/16	11/11/16
▶ Module Development	11/14/16	11/18/16
▶ Development of Blaze Brigade	10/26/16	11/18/16
▶ Testing of Blaze Brigade	11/21/16	11/30/16
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Final Demonstation (Revis...	11/28/16	11/30/16
Final Documentation (Rev...	11/28/16	12/7/16

Resources Chart

Name	Default role	Week 37 9/4/16	Week 38 9/11/16	Week 39 9/18/16	Week 40 9/25/16	Week 41 10/2/16	Week 42 10/9/16	Week 43 10/16/16	Week 44 10/23/16	Week 45 10/30/16	Week 46 11/6/16	Week 47 11/13/16	Week 48 11/20/16	Week 49 11/27/16	Week 50 12/4/16
▶ ● Susan Yuen	Graphic Desi...			33%	25%	25%	25%		75%	50%	50%	50%		50%	25%
▶ ● Thien Trandinh	Gameplay M...			33%	25%	25%	25%		75%	50%	50%	50%		50%	25%
▶ ● Jeremy Klotz	Algorithm Sp...			33%	25%	25%	25%		75%	50%	50%	50%			25%
▶ ● Asad Mansoor	Product Arch...				25%	25%	25%		75%	50%	50%	50%			25%