

Project Sponsor: Max Kelly

Key --> AH: Arielle Hui, DL: Daniel Lin, JT: Jovanni Tjuandi, NA: Nethmini Alahakoon

Project Start:

Thu, 10/6/2021

Display Week:

1

Project Start:		1																																																																					
Display Week:																																																																							
		Jun 7, 2021							Jun 14, 2021							Jun 21, 2021							Jun 28, 2021							Jul 5, 2021							Jul 12, 2021							Jul 19, 2021							Jul 26, 2021							Aug 2, 2021							Aug 9, 2021						
		7 8 9 10 11 12 13							14 15 16 17 18 19 20							21 22 23 24 25 26 27							28 29 30 1 2 3 4							5 6 7 8 9 10 11							12 13 14 15 16 17 18							19 20 21 22 23 24 25							26 27 28 29 30 31 1							2 3 4 5 6 7 8							9 10 11 12 13 14 15						
TASK		ASSIGNED TO		PROGRESS		START		END																																																															
Phase 1: Planning																																																																							
Project Scope		AH, JT, DL, NA		100%		10/6/21		10/6/21																																																															
Initial Milestones and Deliverables		NA		100%		10/6/21		12/6/21																																																															
Change Management Plan		JT		100%		10/6/21		15/6/21																																																															
Scope Management Plan		AH, JT, DL, NA		100%		10/6/21		12/6/21																																																															
Schedule Management Plan (initial Gantt Chart)		NA		100%		10/6/21		15/6/21																																																															
Quality Management Plan		JT		100%		10/6/21		15/6/21																																																															
Risk Management Plan		DL		100%		10/6/21		15/6/21																																																															
Organisational Structure		AH		100%		10/6/21		15/6/21																																																															
Staffing Management Plan		AH		100%		10/6/21		15/6/21																																																															
Communication Management Plan		DL		100%		10/6/21		15/6/21																																																															
Project Management Plan Report		AH, JT, DL, NA		100%		15/6/21		18/6/21																																																															
Requirements expected from project (User stories)		AH, JT, DL, NA		100%		24/6/21		30/6/21																																																															
Technical Specification for proposed solution		AH, JT, DL, NA		100%		24/6/21		30/6/21																																																															
Work Breakdown Structure		AH, NA		100%		29/6/21		1/7/21																																																															
Baseline Schedule		AH		100%		29/6/21		1/7/21																																																															
Test Plan		DL, JT		100%		28/6/21		1/7/21																																																															
Requirements and Specifications report		AH, JT, DL, NA		100%		15/6/21		2/7/21																																																															
Update Gantt Chart		NA		100%		1/7/21		5/7/21																																																															
<del>Select material to use for Game Board &amp; Pieces</del>		<del>AH, JT, DL, NA</del>		<del>100%</del>		<del>13/6/21</del>		<del>5/7/21</del>																																																															
<del>Purchase materials that's within budget</del>		<del>AH, JT, DL, NA</del>		<del>0%</del>		<del>13/6/21</del>		<del>5/7/21</del>																																																															
Publisher/ Subscriber Diagram		AH, JT, DL, NA		100%		12/7/21		21/7/21																																																															
Program Flowchart		AH, JT, DL, NA		100%		12/7/21		21/7/21																																																															
QT Viability Research		AH, JT, DL, NA		100%		12/7/21		21/7/21																																																															
Phase 2: Core System Functionality																																																																							
<del>Game Piece and Board Design</del>		<del>AH, JT, DL, NA</del>		<del>95%</del>		<del>5/7/21</del>		<del>9/7/21</del>																																																															
<del>Game Piece and Board Construction</del>		<del>AH, JT, DL, NA</del>		<del>0%</del>		<del>5/7/21</del>		<del>10/7/21</del>																																																															
<del>Game Piece and Board Testing</del>		<del>AH, JT, DL, NA</del>		<del>0%</del>		<del>5/7/21</del>		<del>8/7/21</del>																																																															
Game Piece and Board Design Simulation		NA		100%		5/7/21		2/8/21																																																															
User Interface Design		AH		100%		8/7/21		29/7/21																																																															
User Interface Programming		AH		100%		8/7/21		31/7/21																																																															
User Interface Testing		AH		100%		8/7/21		1/8/21																																																															
User Interface Finalisation		AH		100%		12/7/21		2/8/21																																																															



