TIC-TAC-TOE WITH UR5e

C.A.E Company Project Schedule

Project Sponsor: Max Kelly

Project Start:

Thu, 10/6/2021

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

		Project Start:		, ,, ,, ,	_																										
		Display Week:	1		Jun 7, 20			14, 2021		Jun 21,			28, 2021		Jul 5, 20			Jul 12,			1 19, 20			26, 2021			ug 2, 20			g 9, 202	
TASK	ASSIGNED TO	PROGRESS	START	END	M T W T	F S		W T F		T W 1		S M T			T W T			T W 1			w T			W T F		м т			м т		F S
Phase 1: Planning																									П				П	П	П
Project Scope	AH, JT, DL, NA	100%	10/6/21	10/6/21																					П	П	П		П	П	\Box
Initial Milestones and Deliverables	NA	100%	10/6/21	12/6/21																											
Change Management Plan	ΤL	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																					П						
Risk Management Plan	DL	100%	10/6/21	15/6/21																											
Organisational Structure	АН	100%	10/6/21	15/6/21																					П	П			П		П
Staffing Management Plan	АН	100%	10/6/21	15/6/21																					П	П	П		П	П	\Box
Communication Management Plan	DL	100%	10/6/21	15/6/21																						П	П				П
Project Management Plan Report	AH, JT, DL, NA	100%	15/6/21	18/6/21																						П					
Requirements expected from project (User stories)	AH, JT, DL, NA	100%	24/6/21	30/6/21						П																П			П	\Box	\top
Technical Specification for proposed solution	AH, JT, DL, NA	100%	24/6/21	30/6/21						П																П			П	\Box	П
Work Breakdown Structure	AH, NA	100%	29/6/21	1/7/21						П																П			П		Ħ
Baseline Schedule	АН	100%	29/6/21	1/7/21																				\top	\Box	П			П	\top	\top
Test Plan	DL, JT	100%	28/6/21	1/7/21																						П			П	\Box	П
Requirements and Specifications report	AH, JT, DL, NA	100%	15/6/21	2/7/21																				П		П			П	\Box	П
Update Gantt Chart	NA	100%	1/7/21	5/7/21																						П	П		П	\Box	П
Select material to use for Game Board & Pieces	AH, JT, DL, NA	100%	13/6/21	577/21			111	1111	111	111	111	111	1111	111			M		\mathcal{M}			1//	M	11	1	M	M		\sqrt{L}	M	W
Purchase materials that's within budget	AH, JT, DL, NA	70%	13/6/21	5/7/21	WW		1111	1111	M	iii	iii	111	111	M	$\forall \forall$	\mathcal{M}	M	\Box	M	$\forall \forall$		$\forall \forall$	M	1	M	M	M		$\overline{\mathcal{M}}$	77	1
Publisher/ Subscriber Diagram	AH, JT, DL, NA	100%	12/7/21	21/7/21			ÌÌÌ				ÌÌÌ				Ħ							ÌÌ					\Box		Ħ	Ħ	Ħ
Program Flowchart	AH, JT, DL, NA	100%	12/7/21	21/7/21																					П	П			П		\Box
QT Viability Research	AH, JT, DL, NA	100%	12/7/21	21/7/21																									П		T
Phase 2: Core System Functionality																		П						\top		П			П	\top	\top
Game Piece and Board Design	AH, JT, DL, NA	55%	5/7/21	9/7/21													M		$\Lambda\Lambda$	11/		$\sqrt{\Lambda}$	M	$\forall \forall$	$\Lambda\Lambda$	M	$ \sqrt{} $	111	777.	W	7
Game Piece and Board Construction	AH, JT, DL, NA	8%	5/7/21	10/7/21	11111	\forall	111	\mathcal{M}	\mathcal{M}			\mathcal{M}			iii	11	\square	11	\mathcal{M}	11		$\forall \forall$	М	1	\mathcal{M}	M	\square	1	$\forall t$	77	7
Game Piece and Roard Testing	AH, JT, DL, NA	0%	5/7/21	8/7/21	/////	$\forall \forall$	1111	\overline{M}	\mathcal{M}						111	$\Lambda\Lambda$	\square	$\forall \forall$	\mathcal{M}	$\forall \forall$		$\forall \forall$	Ш	1	\mathcal{M}	M	\square	1	\Box	77	T.
Game Piece and Board Design	NA	100%	5/7/21	2/8/21											``			Ù												11	
User Interface Design	АН	100%	8/7/21	29/7/21																									\Box	\forall	\dagger
User Interface Programming	АН	100%	8/7/21	31/7/21																											
User Interface Testing	АН	100%	8/7/21	1/8/21																											
User Interface Finalisation	АН	100%	12/7/21	2/8/21																											

		Display Week:	1		Jun 7, 2021		lun 14, 2021	Jun 21, 20		n 28, 2021	Jul 5, 2021	Jul 12, 2		l 19, 2021	Jul 26, 202		Aug 2, 202		Aug 9, 2021	
TASK	ASSIGNED TO	PROGRESS	START	END	7 8 9 10 11 M T W T F	12 13 14 1 S S M	5 16 17 18 19 3 T W T F S	20 21 22 23 24 2 S M T W T	F S S M T	30 1 2 3 4 W T F S S	5 6 7 8 9 5 M T W T F	10 11 12 13 14 15 S S M T W T	F S S M T	21 22 23 24 25 W T F S S	26 27 28 29 3 M T W T F	S S M	3 4 5 T W T	6 7 8 9 F S S N	10 11 12 13	14 15 S S
Robot Waiting Programming	JT, NA	100%	7/7/21	23/7/21																П
Robot "Pick Piece" Programming	JT, NA	100%	7/7/21	24/7/21																
Robot "Place Piece" Programming	JT, NA	100%	7/7/21	25/7/21																
Smooth Operation of Arm	JT, NA	100%	12/7/21	26/7/21																
Piece Type and Quantity Detection	DL	100%	7/7/21	29/7/21																
Piece Location Detection	DL	100%	9/7/21	2/8/21																П
Robot Play Arena and User Arena Specification	NA.	100%	7)7/21	7/1421		11/1/			\overline{M}	11111		MMM	MMM	MM	MMM	MM		1111	IIIII	
Safety Plane Set-Up	NA.	100%	8/7/21	9/9/21	MMM	1111	MM		/////			WW				\mathcal{M}	\overline{M}	1117	MM	$\sqrt{1}$
Safety Plane Testing	NA.	100%	12/7/21	12/7/21	MMM	1111	MM		\overline{MM}		MM					\mathcal{M}	W	111	MM	\prod
Maximum Speed and Acceleration Set-Up	NA.	100%	13/7/21	13/7/21	MMM	\overline{M}	MMM	WW	/////	\overline{M}	MMM			MM		MM	W	W	MM	1
Test: Identification of Piece Type and Location	JT	100%	7/7/21	26/7/21																
Test: Pieces Correctly Positioned	NA	100%	9/7/21	24/7/21																
Test: Accessibility and Ergonomics	NA	100%	9/7/21	27/7/21																
Test: User Interface	NA	100%	8/7/21	25/7/21																
Test: Safety Features	DI	98%	7/7/21	20/7/21							MILL	//////	11111	MMM		M		W	MM	
Test: Movement Quality	NA	100%	7/7/21	25/7/21																
Test: Game Piece Quality	NA	100%	7/7/21	24/7/21																
Phase 3: Full Sysem Functionality																				П
Correct Piece Placement Check	DL	55%	14/7/21	16/7/21	MMM	WW	WW		MM	MM		11/1/1/		MM	MM	MM	M	W	MM	V
Rule Violation Check	DI.	78%	19/7/21	26/7/21		1111	/////		11/1/	/////							////	111	11/1/	1
Board State Saving Game Time-Out System	DL AH	100%	25/7/21 29/7/21	30/7/21 12/8/21													-			+
Logic for "Easy" Difficulty	JT	100%	17/7/21	21/7/21													\top	\Box		
Logic for "Hard" Difficulty	ΤL	100%	18/7/21	21/7/21																
Winning Algorithm	JT 	100%	20/7/21	30/7/21																4
Overall Winner Logic Implementation of Algorithm	JT. TL	100%	21/7/21	30/7/21																+
in C++ Test: Difficulty Levels	NA	100%	28/7/21	30/7/21																+
Test: Rule Violations	NA	100%	29/7/21	2/8/21																
Test: Troubleshooting	NA	100%	28/7/21	6/8/21																
Test: Game Winner Check	NA	100%	26/7/21	2/8/21														Ш		Ш
Test: Game Time Limit	NA	100%	28/7/21	2/8/21																-
Phase 4: Complete System Integration																				
Basic System Integration	AH, JT, DL, NA	100%	27/7/21																	
Full System Integration	AH, JT, DL, NA	100%	27/7/21	15/8/21																
Final Testing	AH, JT, DL, NA	100%	27/7/21	18/8/21																
Phase 5: Testing and Documentation Test: Final Comprehensive		405.	44/0/0:	10/0/01														++		
Testing of Full Integrated System	AH, JT, DL, NA	100%	11/8/21	19/8/21																

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User Manual Creation	NA	76%	28/7/21	13/8/21	MMMM	MMMM	MMMM	MMM	MMMM	MMM	MMMM	11111	///////	MIIII.
Safety Documentation Creation	NA	100%	28/7/21	13/8/21		MMMM	MMMM	MMM	MMMM	MMM	MMMM	11111	////////	111111
Documentation Creation	NA	100%	28/7/21	13/8/21										