

Software Development Schedule

CS 3300-002 Spring 2025

Jack Dodge, West Manison, George Morales, Sebastian Sanchez

Above is a screen capture of our initial requirements spreadsheet. Initially, we created an extensive list of possible tests and requirements need to complete the project. To help manage the workload and ensure clear expectations, we split up our requirements by team members. While

individual responsibilities were separated by team member, we collaborated to create a schedule that worked for the entire team, aiming to sync our submissions whenever possible.

Since we are developing with Test-Driven Development (TDD) as our development model, it made sense to combine our software **and** testing requirements into a single document. This allowed easy visibility of what tests needed to be done for each software component and allowed us to quickly observe what each team member needed to work on (whether that was developing code or writing/refining tests).

Continuously Maintained

CLASS 3500 INTRO TO SOFTWARE ENGINEERING

TEAM:

Jack Dodge, West Manison, George Morales, Sebastian Sanchez

REQ Lead:

West Manison

LAST UPDATE:

4/18/2025

Team Project - Requirement Spreadsheet

REQUIREMENT	Due Date	Progress	TEST		Date Tested	Outstanding Issues				Comments
			Test Method	Team Member		# Flags	# Flags Resolved			
Everyone										
SDP	Add Individual requirements	5-Mar	In-Progress		Everyone					
	Midterm Presentation (SDP)	5-Mar	In-Progress		Everyone					
	Documentation									
Website										
	Setup Github Repo	19-Mar	In-Progress		Everyone	3/28/2025	0			
	Github Pages/SSO provider	12-Mar	Completed	T, O	Everyone	3/28/2025	1	1		
	Home page	24-Mar	In-Progress		Everyone					
	Font color	24-Mar	Completed	O	Everyone	3/30/2025	0			
	Font	24-Mar	Completed	O	Everyone	3/31/2025	0			
	Links color	24-Mar	Completed	O	Everyone	4/1/2025	0			
	Headers	24-Mar	In-Progress	O	Everyone	4/2/2025	2	1		
	Project cards	31-Mar	In-Progress	T, O	Everyone	4/1/2025	2	0		Unsure if these images should be custom logos that we create or just screenshots of the project and then pasted into some background?
	LICENSE	3-Apr	Completed	NONE						
SDR										
	Tech Documentation	21-Apr	In-Progress		Everyone					
	Stretch goal analysis	31-Mar	Completed		Everyone	4/9/2025	0			
					Everyone					
					Everyone					
	Final Presentation (SDR)		Need-To-Start		Everyone					
Jack Dodge										
	Create Random Deck	9-Apr	In-Progress	T	Manison					
	Create "Hands"	9-Apr	In-Progress	T	Manison					
	Setup Opponent	11-Apr	Need-To-Start	T, A, I, O	Manison					
	Design Environment	11-Apr	Need-To-Start	T, I	Manison					
	Point System	18-Apr	Need-To-Start	T, I, O	Manison					
	Extra Difficulty Slider	18-Apr	Need-To-Start	T, A, I, O	Manison					
	Blackjack Game	18-Apr	Need-To-Start	T, A, O	Manison					
West Manison										
	Color of O	9-Apr	Completed	T	Morales	4/11/2025	0			
	Color of X	9-Apr	Completed	T	Morales	4/11/2025	0			
	Color of Board	11-Apr	Completed	T	Morales	4/11/2025	0			
	Background Color	11-Apr	Completed	T	Morales	4/12/2025	0			
	Interactivity	18-Apr	In-Progress	T, A, I, O	Morales		3	1		Game glitches causing the first player's symbol to be the only symbol that's "playable"
	Winning algorithm	18-Apr	Completed	T, A, I, O	Morales		0			
	Tic Tac Toe Game	18-Apr	In-Progress	T, A, O	Morales	4/18/2025	0			
George Morales										
	Create Initial Board	9-Apr	Completed	T, I	Sanchez	4/9/2025	0			
	Create Snake Character	9-Apr	Completed	T, A, O	Sanchez	4/9/2025	0			
	Proper snake movement on board	11-Apr	Completed	T, A, I, O	Sanchez	4/12/2025	2	2		
	Create object for snake to consume	11-Apr	Completed	T, A, I, O	Sanchez	4/12/2025	1	1		
	Create snake length mechanics	18-Apr	Completed	T, A, I, O	Sanchez		2	0		
	Colors	18-Apr	Completed	I, O	Sanchez		0			
	Score Tracker	18-Apr	In-Progress	T, I, O	Sanchez		0			
	Snake Game	16-Apr	In-Progress	T, A, O	Sanchez					
Sebastian Sanchez										
	Figma Website Concept	9-Apr	Completed	I, O	Dodge	4/10/2025	0	0		
	Finalize Website Structure (HTML)	9-Apr	In-Progress	T, A, I, O	Dodge		2	0		
	Finalize Website Visual (CSS)	11-Apr	In-Progress	T, A, I, O	Dodge		1	0		
	Embed HTML Form for User Input	11-Apr	In-Progress	T, A	Dodge					
	Embed Hard-Coded Linear Algebra decoder	18-Apr	Need-To-Start	T, A	Dodge		1	1		
	Test and Debug	18-Apr	Need-To-Start	T, A, I	Dodge					
	Finalize Publication	18-Apr	Need-To-Start	T, A, O	Dodge					
STRETCH GOALS										

Figure 2 Maintained Requirements Spreadsheet (halfway through the project development)

Above is a screen capture of our requirements spreadsheet two weeks after spring break.

Maintaining this document proved to be one of the harder aspects of the project. It was challenging to ensure everyone consistently updated the spreadsheet as they developed and tested their code. However, our regular team check-ins and open communication (on Discord) helped keep the team aligned and moving forward a completed project.

As It Actually Happened

CLASS 3300 INTRO TO SOFTWARE ENGINEERING									
TEAM:	Jack Dodge, West Manison, George Morales, Sebastian Sanchez								
REQ Lead:	West Manison								
LAST UPDATE:	4/18/2025								
Team Project - Requirement Spreadsheet									
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			Test Method	Team Member		# Flags	# Flags Resolved		
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	Home page	24-Mar	In-Progress	O	Everyone		1	1	
	Font color	24-Mar	O	Completed	Everyone	3/30/2025	0		
	Font	24-Mar	Completed	O	Everyone	3/31/2025	0		
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	Headers	24-Mar	Completed	O	Everyone	4/2/2025	2	1	
	Project cards	31-Mar	In-Progress	T, O	Everyone	4/13/2025	2	0	
	LICENSE	3-Apr	Completed	NONE				Unsure if these images should be custom logos that we create or just screenshots of the project and then pasted onto some background	
SDR									
	Tech Documentation	21-Apr	Completed		Everyone				
	Stretch goal analysis	31-Mar	Completed		Everyone	4/9/2025	0		
					Everyone				
	Final Presentation (SDR)		Need-To-Start		Everyone				
Jack Dodge									
	Create Random Deck	9-Apr	Completed	T	Manison		0		
	Create "Hands"	9-Apr	Completed	T	Manison		0	Currently drawing the cards in the hands as separate items, will go back and try to make the cards their own object if possible.	
	Setup Opponent	11-Apr	Completed	T, A, I, O	Manison		0	Dealer always wins, and not in the metaphorical way.	
	Design Environment	11-Apr	Completed	T, I	Manison		0		
	Font System	18-Apr	In-Progress	T, I, O	Manison		1		
	Extra Difficulty Slider	18-Apr	In-Progress	T, A, I, O	Manison		2	Only way to do this would be by adding extra rules, I don't think I want to do that	
	Blackjack Game	18-Apr	In-Progress	T, A, O	Manison				
West Manison									
	Color of O	9-Apr	Completed	T	Morales	4/11/2025	0		
	Color of X	9-Apr	Completed	T	Morales	4/11/2025	0		
	Color of Board	11-Apr	Completed	T	Morales	4/11/2025	0		
	Background Color	11-Apr	Completed	T	Morales	4/12/2025	0		
	Interactivity	18-Apr	Completed	T, A, I, O	Morales		3	3	
	Winning algorithm	18-Apr	Completed	T, A, I, O	Morales	4/18/2025	0	Game glitches causing the first player's symbol to be the only symbol that's "playable"	
	Tic Tac Toe Game	18-Apr	Completed	T, A, O	Morales				
	Embed HTML Form for User Input	11-Apr	In-Progress	T, A	Dodge				
George Morales									
	Create Initial Board	9-Apr	Completed	T, I	Sanchez	4/9/2025	0		
	Create Snake Character	9-Apr	Completed	T, A, O	Sanchez	4/9/2025	0		
	Proper snake movement on board	11-Apr	Completed	T, A, O	Sanchez	4/12/2025	2	2	
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	Create snake length mechanics	18-Apr	Completed	T, A, I, O	Sanchez		2		
	Colors	18-Apr	Completed	I, O	Sanchez		0		
	Score Tracker	18-Apr	In-Progress	T, I, O	Sanchez		0	0	
	Snake Game	16-Apr	Completed	T, A, O	Sanchez				
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	Finalize Website Structure (HTML)	9-Apr	Completed	T, A, I, O	Dodge		2	0	
	Finalize Website Visual (CSS)	11-Apr	Completed	T, A, I, O	Dodge		1	0	
	Embed Hard-Coded Linear Algebra decrypter	18-Apr	Completed	T, A	Dodge		1	1	
	Test and Debug	18-Apr	In-Progress	T, A, I	Dodge				
	Finalize Publication	18-Apr	In-Progress	T, A, I, O	Dodge				

Figure 3 Finalized Software Requirements Spreadsheet

Above is a screen capture of the final requirements spreadsheet. Although not every item was updated consistently, the document overall served as a helpful tool for tracking team progress.

Over time, we shifted slightly away from a strict TDD model and moved toward a more agile development approach. We began working in small ‘mini sprints’, often writing code first and requesting testing after. This unspoken change made our combined requirements/testing spreadsheet slightly less effective, highlighting a potential area for process improvement.

Conclusion

In the end, our initial planning, schedule creation, and effort to maintain a shared tracking document were critical to the project’s success. Although we faced challenges with consistent updates and experienced a natural evolution in our development model, we were able to work through all of it as a team due to our open and honest communication. Allowing team members to discuss when things weren’t working and where they needed support, created a deeply collaborative environment that persisted through the schedule changes.