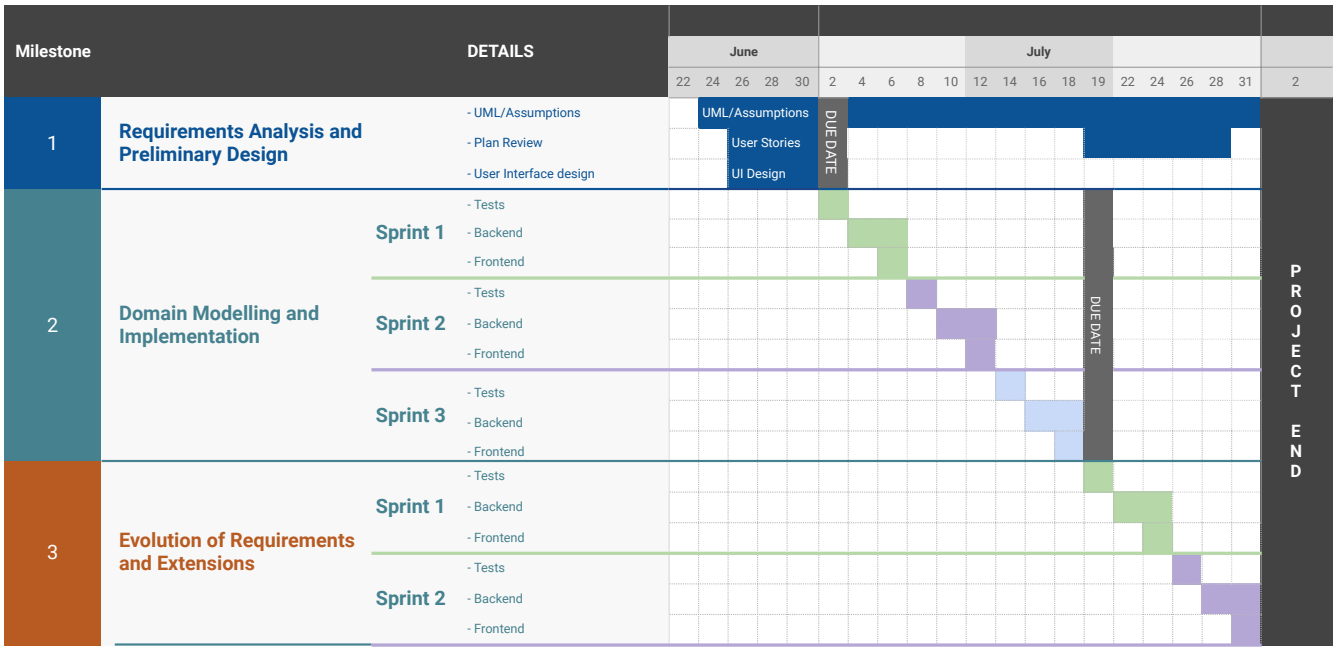
LOOP MANIA PROJECT TIMELINE



Milestone 2

Members	Sprint 1 Tasks	Sprint 2 Tasks	Sprint 3 Tasks
Sam	1.1, 1.2	1.4, 1.5	1.3, 1.6, 1.8
Neve	2.1, 4.2, 4.3	2.2, 2.3	1.7, 4.1
Gordon	5.1, 5.3, 5.9	5.2, 5.6	5.4, 5.7
Raymond	3.2, 5.5	3.1, 5.8	3.3

Milestone 3

Members	Sprint 1 Tasks	Sprint 2 Tasks
Sam	1.9, 1.14, 4.5	6.1, 6.2
Neve	2.2, 2.3	6.1
Gordon	1.13	6.1, 6.3, 6.4
Raymond	1.13, 3.4, 3.5	6.5

- The task allocation for the user stories / sprints will be as the above.

- Each user story will have differing difficulties to implement and the details of the estimated story points (difficulty) can be found in our git repository board.
- Timespan: each sprint has given sufficient time for all tasks to be complete whether User Story 1 to 4

As for contingencies (in case planned tasks cannot finish in time), We plan to deal with it as such:

For Sprint 1, We will basically alter and improve the existing functionality of the starter code. This also includes changing the frontend display of the game to fit our designed UI.

1 As such, most of the code needed already exist and minor refactoring is only needed for most parts. This particularly applies to most of Neve, Raymond and Sam's tasks. The three of us should have more than supple time to finish sprint 1. As for Gordon, if any of his tasks might not finish as planned, Raymond or Neve will provide additional help to ensure that all the high priority features / user stories are done by the planned due date or several days after the due date.

Once all the user stories for Sprint 1 are done, we will move to doing Sprint 2. By this point, the game should already be able to run albeit missing some features the client requested.

2 During this sprint, we will focus on adding more features for the current game to satisfy the client's requirement; such as more enemies, more buildings, different equipments, loots, etc. In terms of the weights of the respective tasks, Niev should have the lightest workload as she will only extend the goal system such that the game can actually complete and end

If any of us might not be able to finish the allocated tasks on time, Neve can help with the other tasks and we can aim to finish all of the Sprint 2 tasks on time or several days after the planned time.

If any of the previous Sprint tasks are not finished by the time the planned session to do Sprint 3 has come, we will use some time from Sprint 3 to finish all the Sprint 2 tasks correctly.

3 By this point onwards, we should try our best to finish all the user story / tasks left for Sprint 3 or other Sprints. All the group members will strive to finish their own respective tasks.

When either one of the group member is done with their allocated task, we can help each other finish the tasks before the deadline and ensures that the game is a finished working product that meets the client requirement. At this point, the code will be submitted regardless of whether all the tasks are correctly implemented or not.