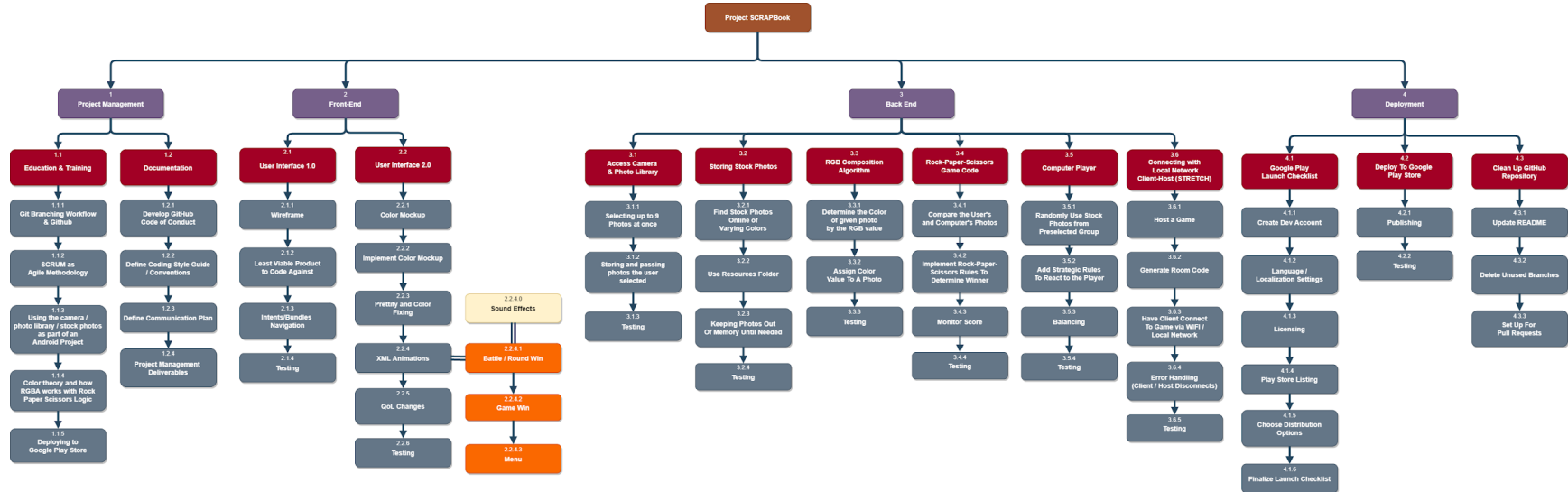


Work Breakdown Structure

INFT 3000 - Capstone

Adam Hemeon - W0434257 | Brady Getson - W0430313 | Craysyn Trottier - W0226088 | Jayden Morehouse - W0427457 | Kieran London - W0429281

Work Breakdown Overview:



Full Diagram at: <https://drive.google.com/file/d/1rfmigHLDXjhglSePUdPKfSmkN2vz1luZ/view?usp=sharing>

AGILE PROJECT PLAN TEMPLATE (source: Smartsheet)

PROJECT NAME	Project SCRAPBook			PROJECT MANAGER	David Russell
PROJECT DELIVERABLE	Android game built with Android Studio that takes the gameplay of a classic Rock, Paper, Scissors game which incorporates users' photos and color analysis to win. It will be deployed and available to download for free on the Google Play Store.				
SCOPE STATEMENT	The final deliverable for this project will be to have a viable working application published to the Google Play Store.				
START DATE	Feb 3 / 21	END DATE	April 14 / 21	OVERALL PROGRESS	98% (50/51) 5 Deliverables Dropped [As of April 14/21]

TASK NAME	ASSIGNED TO	START DATE	END DATE	DURATION in days	STATUS
MILESTONE 0	Everyone	Feb 3/21	Feb 17/21	14	Complete
Researching Git Branching Workflow & Github (1.1.1)	Adam	Feb 3	Feb 10	7	Complete
Researching SCRUM as Agile Methodology (1.1.2)	Craysyn	Feb 3	Feb 10	7	Complete
Researching Using the camera / photo library / stock photos as part of an Android project (1.1.3)	Jayden / Kieran	Feb 10	Feb 17	7	Complete
Researching Color theory and how RGBA works with Rock Paper Scissors Logic (1.1.4)	Craysyn / Brady	Feb 10	Feb 17	7	Complete
Researching Deploying to Google Play Store (1.1.5)	Jayden	Feb 3	Feb 10	7	Complete

UI 1.0 Wireframe (2.1.1)	Kieran / Jayden	Feb 3	Feb 10	7	Complete
Define Coding Style Guide / Conventions(1.2.2)	Craysyn	Feb 10	Feb 17	7	Complete
Define Communication Plan (1.2.3)	Jayden	Feb 10	Feb 17	7	Complete
Develop GitHub Code of Conduct (1.2.1)	Adam	Feb 17	Feb 19	2	Complete
MILESTONE 1	Everyone	Feb 17/21	Mar 3/21	14	Complete
UI Least ViableProduct to Code Against (2.1.2)	Adam	Feb 17	Feb 24	7	Complete
UI Intents / Bundles Navigation (2.1.3)	Adam	Feb 17	Mar 1	12	Complete
UI 1.0 Testing (2.1.4)	Adam	Feb 17	Mar 1	12	Complete
Selecting Up To 9 Photos At Once (3.1.1)	Jayden	Feb 17	Feb 24	7	Complete

Storing And Passing Photos The User Selected (3.1.2)	Jayden	Feb 17	Mar 1	12	Complete
Accessing Photo Testing (3.1.3)	Jayden	Feb 17	Mar 1	12	Complete
Find Stock Photos Online Of Varying Colors (3.2.1)	Kieran	Feb 17	Feb 19	2	Complete
Use Resources Folder (3.2.2)	Kieran	Feb 17	Mar 1	12	Complete
Keeping Photos Out Of Memory Until Needed (3.2.3)	Kieran	Feb 17	Mar 1	12	Complete
Storage Testing (3.2.4)	Kieran	Feb 17	Mar 1	12	Complete
Determine The Color Of Given Photo By The RGB Value (3.3.1)	Brady	Feb 17	Mar 1	12	Complete
Assign Color Value To A Photo (3.3.2)	Brady	Feb 17	Mar 1	12	Complete
Color Algorithm Testing (3.3.3)	Brady	Feb 17	Mar 1	12	Complete

Compare The User's and Computer's Photos (3.4.1)	Brady	Feb 17	Mar 1	12	Complete
MILESTONE 2	Everyone	Mar 3/21	Mar 31/21	28	Complete
Project Management Deliverables (1.2.4)	Everyone	Ongoing	End of Term	Ongoing	Complete
UI Color Mockup (2.2.1)	Adam	Mar 3	Mar 8	5	Complete
UI Implement Color Mockup (2.2.2)	Adam	Mar 8	Mar 15	7	Complete
UI Prettifying & Color Fixing (2.2.3)	Adam	Mar 15	Mar 17	6	Complete
UI XML Animation (2.2.4) [Sound Effects?]	Brady / Kieran	Mar 10	Mar 17	7	Complete
UI QoL Changes (2.2.5)	Adam	Mar 17	Mar 24	7	Complete

Remove the SCRAPBook title bar across the top	Adam	Mar 17	Mar 24	7	Complete
UI 2.0 Testing (2.2.6)	Adam	Mar 17	Mar 24	7	Complete
Implement Rock Paper Scissors Rules To Determine Winner (3.4.2)	Brady	Mar 3	Mar 10	7	Complete
Get camera working	Jayden	Mar 3	Mar 10	7	Complete
Monitor Score Of The Game (3.4.3)	Brady	Mar 8	Mar 17	7	Complete
Rock Paper Scissors Testing (3.4.4)	Brady	Mar 10	Mar 1	7	Complete
Computer Player Randomly Use Stock Photos From Preselected Group (3.5.1)	Kieran	Mar 10	Mar 24	7	Complete
Computer Player Add Strategic Rules To React To the Player (3.5.2)	N/A	Mar 17	Mar 17	7	Dropped

Computer Player Balancing (3.5.3)	Kieran	Mar 17	Mar 24	7	Complete
Computer Player Testing (3.5.4)	Brady / Kieran	Mar 17	Mar 24	7	Complete
MILESTONE 3	Everyone	Mar 31	April 14		Complete
LAN Host A Game (3.6.1)	N/A	Mar 17	Mar 24	7	Dropped
LAN Generate Room Code (3.6.2)	N/A	Mar 17	Mar 24	7	Dropped
Have Client Connect To Game Via WIFI / LAN (3.6.3)	N/A	Mar 17	Mar 24	7	Dropped
LAN Error Handling (3.6.4)	N/A	Mar 17	Mar 24	7	Dropped
LAN Testing (3.6.5)	N/A	Mar 17	Mar 24	7	Dropped
Google Play Create Dev Account (4.1.1)	Jayden	Mar 31	April 14	14	Complete

Google Play Language / Localization Settings (4.1.2)	Jayden / Adam	Mar 31	April 14	12	Complete
Google Play Licensing (4.1.3)	Jayden / Adam	Mar 31	April 14	12	Complete
Google Play Store Listing (4.1.4)	Adam	Mar 31	April 14	12	Complete
Google Play Choose Distribution Options (4.1.5)	Jayden	Mar 31	April 14	12	Complete
Google Play Finalize Launch Checklist (4.1.6)	Jayden	Mar 31	April 14	12	Complete
Google Play Publishing (4.2.1)	Jayden	Mar 31	April 14	12	Complete
Google Play Testing (4.2.2)	Jayden / Adam	Mar 31	April 14	12	In Progress
Github Update README (4.3.1)	Adam	Mar 31	April 14	5	Complete

Github Delete Unused Branches (4.3.2)	Adam	Mar 31	April 14	7	Complete
Github Set Up For Pull Requests (4.3.3)	Adam	Mar 31	April 14	7	Complete