## **GANTT CHART - CS401 Software Eng.**

PROJECT TITLE	Blackjack	COMPANY NAME	TBD
ORIGINAL PROJECT MEMBERS	JianTing Tan / Zhenwen Wang / Isabell Ampon	DATE	1/21/20
CURRENT PROJECT MEMBERS	Ivan Peric / Alvin Derek Tiletile / Yew Loon Mun	TAKEOVER DATE	4/6/20

					TASK COMPLETE?																			
						PHASE ONE					PHASE TWO					PHASE THR		PHASE FOUR		PHASE FIVE		PHASE SIX		
WBS NUMBER	TASK TITLE	START DATE	DUE DATE	DURATION	(Y/N)	WEEK	WEEK 2	WEEK 3	WEEK			WEEK 6	WEEK 7	WEEK 8	WEE		WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15	WEEK 16	
	Project Conception and Initiation					M I W K	F M I W K	F M I W K	F M I W	K F M I W	K F M	I W R F	M I W K	F M I W R	F M I W	K F M	IWRF	M I W R	F M I W K	F M I W K F	MIIWK	F M I W K	F M I W R F	
1.1		1/21/20	2/4/20	13	Y																			
1.2	Select Team Members Select Project		2/4/20	13	Y																			
1.3	Create Project Docs		2/4/20	13	Y																			
1.4	Create Project Docs		2/4/20	13	Y																			
1.5	High Level Abstract		2/4/20	13	Y																			
	•	1/21/20	2/4/20	13																				
2	Project Definition and Planning				Y																			
2.1.2	UML Project Design UML Finalization	2/7/20 2/12/20	2/21/20	14	Y																			
2.1.2	Project Requirements Doc	2/7/20	2/21/20	14	Y																			
2.3	Gantt Chart	2/7/20	2/21/20	14	Y																			
2.4	Roles & Responsibilities Doc	2/7/20	2/21/20	14	Y																			
2.5	Finalize All Documentation	3/2/20	3/17/20	15	Y			-																
		3/2/20	5,17/20	13																				
3	Project Instantiation				Y																			
3.1	Work on Deck Object	3/17/20 3/17/20	4/6/20	19	Y																			
3.2	Work on Card Object	3/17/20	4/6/20	19	Y																			
3.4	Work on Player Object	3/17/20	4/6/20	19	Y																			
3.4	Work on Money Object	3/17/20	4/6/20	19	Y																			
3.6	Work on Rules Database Work on Authentification Database	3/17/20	4/6/20	19	Y																			
3.0		3/17/20	4/0/20	17	-	1 1 1 1																		
4	Project Instantiation (Part 2)	415 (00	4/10/00		Y																			
4.1.2	Create a Software Test Plan  Document Test Cases	4/6/20 4/6/20	4/10/20 4/10/20	4	Y																			
4.1.2	Plan out project test suite	4/6/20	4/10/20	4	Y																			
4.1.4	Code ¡Unit tests	4/6/20	4/10/20	4	Y																			
4.1.4	Plan Prototypes	4/6/20	4/10/20	4	Y																			
	Ensure Skeleton Classes are																							
4.3	complete	4/6/20	4/10/20	4	Y																			
4.4	Ensure Prior Documentation is complete & accurate	4/6/20	4/10/20	4	Y																			
5	Project Instantiation (Part 3)																							
5.1	Skeleton Classes	4/10/20	4/23/20	13	Y																			
5.1.2	Test Plan	4/10/20	4/23/20	13	Y																			
5.3	Test Suite	4/10/20	4/23/20	13	Y																			
5.4	GUI Prototype	4/10/20	4/23/20	13	Y																			
5.5	Presentation 1 Bullet Pts	4/10/20	4/23/20	13	Y																			
5.6	Game Rules Doc	4/10/20	4/23/20	13	Y																			
6	Project Instantiation (Part 4)																							
6.1	Prepare PPT Presentation	4/23/20	5/11/20	18	×																			
6.2	Update GUI With Game Methods (Playable)	4/23/20	5/11/20	18	×																			
6.3	Update jUnit Testing	4/23/20	5/11/20	18	×																			
6.4	Ensure Database Works Properly	4/23/20	5/11/20	18	×																			
6.5	Complete Website For Registration	4/23/20	5/11/20	18	×																			