

Universidad de San Carlos de Guatemala
Escuela de Ingeniería en Ciencias y Sistemas
Introducción a la Programación y computadores 2
Sección C

Fase I, Proyecto

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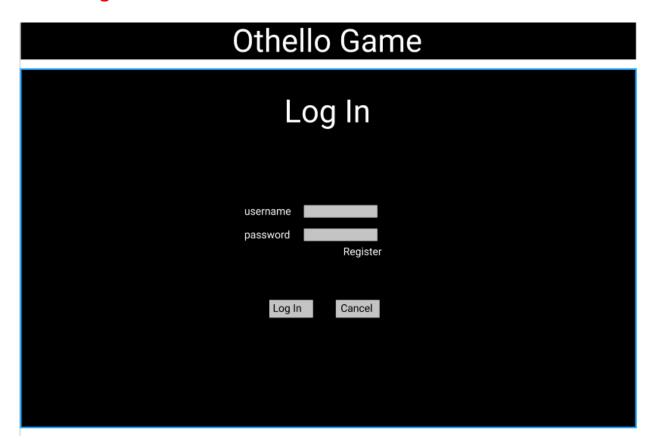
Guatemala 27 de agosto del 2020

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Mockups preliminares

Game Log In



Game Lobby

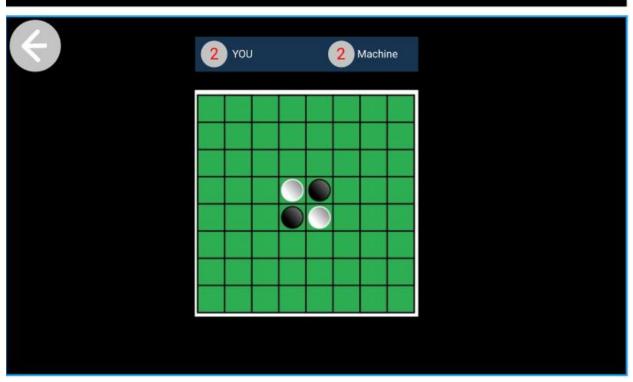


Register new Player

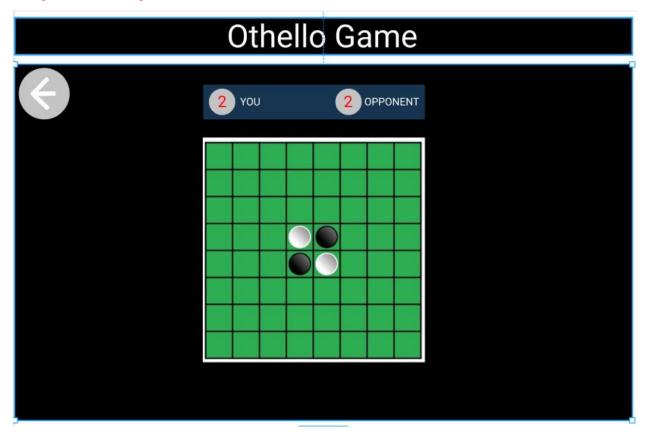


Player vs Machine

Othello Game



Player1 vs Player2



| d | 0 | Modo de Proyecto 1 tarea | | Duración | Comienzo | | Fin | | v | 1 m S D | ar '20 L M | x J | v s | 8 mar b | '20 м x | x J | v : | |
|--|----------|--------------------------|---------------------------------------|----------------|----------------|--------------|-------------|--------------|----------|------------|---------------|--------|----------|---------|----------------|-------|-------|---|
| 1 | | - 5 | Fase1 | | 7 días | sáb 22/08 | 3/20 | mar 1/09/20 | | | | | | | | | | |
| 2 | | * | Analizar Documentacion | | 2 días | dom 23/0 | 8/20 | lun 24/08/20 |) | | • | | | | | | | |
| 3 | | * | Obtener Plan de Trabajo | | 2 días | mar 25/0 | 8/20 | mié 26/08/20 | 0 | | | | | | | | | |
| 4 | | * | Plantear R | Requerimientos | 1 día | jue 27/08 | /20 | jue 27/08/20 |) | | | | | | | | | |
| 5 | | * | Diseñar M | lockup | 2 días | vie 28/08 | /20 | lun 31/08/20 |) | | | | | | | | | |
| 6 | ~ | * | Entrega Fa | ase 1 | 1 día | lun 31/08 | /20 | lun 31/08/20 |) | | | | | | | | | |
| 7 | | * | Fase2 | | 12 días | lun 31/08 | /20 | mar 15/09/2 | 0 | | | | | | | | | |
| 8 | | * | Delimitar | Objetivos | 1 día | dom 30/08/20 | | dom 30/08/2 | 20 | | | | | | | | | |
| 9 | | * | Delimitar Alcances del Proyecto | | 1 día | lun 31/08 | /20 | lun 31/08/20 |) | | | | | | | | | |
| 10 | | * | Delimitar Requerimientos Iniciales | | 1 día | mar 1/09/20 | | mar 1/09/20 | | | | | | | | | | |
| 11 | | * | Diagramar ERD | | 1 día | mié 2/09/20 | | mié 2/09/20 | | | | | | | | | | |
| 12 | | * | Diagramar Casos de Uso Alto Nivel | | 1 día | jue 3/09/ | 20 | jue 3/09/20 | | | | | | | | | | |
| 13 | | * | Diagramar Casos de Uso expandidos | | 1 día | vie 4/09/20 | | vie 4/09/20 | | | | | | | | | | |
| 14 | | * | Crear aplicación en ASP.NET | | 1 día | sáb 5/09/20 | | sáb 5/09/20 | | | | | | | | | | |
| 15 | | * | Programar Modulos de la app | | 3 días | dom 6/09/20 | | mar 8/09/20 | | | | | | | | | | |
| 16 | | * | Depurar A | plicación | 1 día | mié 9/09/ | ′ 20 | mié 9/09/20 | | | | | | | | | | |
| 17 | | * | Entrega Fase 2 | | 1 día | sáb 12/09 | /20 | sáb 12/09/20 | | | | | | | | | | |
| | | | | Tarea | | | Resumer | n inactivo | | | | Tareas | externas | | | | | _ |
| División | | | | | *·········· | | | | | Hito ex | | | 4 | > | | | | |
| Proyecto: Diagrama Gantt Proy Fecha: dom 30/08/20 Hito Resumen Resumen del proyect Tarea inactiva | | | | | Fecha l | | | 1 | , | | | | | | | | | |
| | | | Informe de resumen manual | | | | | Progre | | | _ | | | | | | | |
| | | | , " | | Resumer | | | | | _ | so manu | al | | | | | | |
| | | | , " | U | solo el co | | [| | u | riogie | oo manu | uı | | | | | | |
| | | | | | | JITHETIZU | _ | | | | | | | | | | | |
| | | | | Hito inactivo | \langle | | solo fin | |] | | | | | | | | | |

