

Requirements:

A program that simulate chessboard traversal with one of 4 figures (Knight,Rook, Queen, King) starting from every possible position.

Activities:

A - Creating chessboard

B – Implement movements of the Knight

C – Implement movements of the King

D – Implement movements of the Queen

E – Implement movements of the Rook

F – Implement Knight Traversal Algorithm

G – Implement King Traversal Algorithm

H – Implement Queen Traversal Algorithm

F – Implement Rook Traversal Algorithm

Project Plan/ Schedule

Activity	Predecessor	Opt. Time	Normal Time	Pess. Time	Expected Time
A	--	0.1	0.2	0.3	0.2
B	A	1	2	3	2
C	A	0.5	0.75	1	0.75
D	C,A	0.3	0.5	0.7	0.5
E	C,A	0.2	0.3	0.4	0.3
F	B	3	4	6	4.33
G	C	1	2	3	2
H	G	0.5	1	1.2	0.9
I	G	0.5	1	1.2	0.9

*time is in hours

Overall Expected time: 11.48

HR:

1 Junior Developer – 5\$/h

1 Developer – 15\$/h

Junior Assignments – A, B, C, D, E, G, H, I – 35.75\$

Developer Assignments – F – 64.95 \$

Price: 101\$