JAGSAT project
Project Status Report 2

Juan Pedro Bolívar Puente
Aksel Junkkila
Guillem Medina
Sarah Lindstrom
Alberto Villegas Erce
Thomas Forss

Project Course
Åbo Akademy

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Revision history

Date	Version	Description	Author
10.12.2009	1.0	Status Report	Sarah Lindstrom
10.02.2010	2.0	Status Report	Alberto Villegas

Contents

1   Time tracking

Time tracking	J-P	Alberto	Thomas	Guillem	Aksel	Sarah
Management	5	5	5	5	5	5
Lectures	4	12	12	12	12	12
Meetings	16	16	18	16	16	16
Group Learning	7	4	5	5	5	4
Design	20	12	8	4	10	3
Coding	30	0	10	15	4	0
Testing	10	2	0	0	2	0
Documentation	4	5	3	0	5	8
Self Learning	4	6	10	8	4	2
Artwork	0	0	8	0	5	0
Total	100	62	79	65	68	50

Table 1: Time track

2   Completed work

3   Planned work

The following tasks table has been defined as a guide for the project development. 3

4   Risks

In the beginning of the project we identified the following risks.

- *Availability of the resources. As the team members are working in the team besides other studies and activities, it is very difficult to guarantee the availability of the resources.*

  We have kept meetings on a regular basis to keep each other motivated and up to date with the tasks we are doing. This has worked well. We have not experienced that other activities (trips, other courses) have hindered the project in any other way than we expected.

Task	Status	Completed at
Project Plan (1)	90 %	02.10.2009
Project Vision (1)	90 %	02.10.2009
Venture Cup 1	100 %	11.11.2009
Design Document	100 %	11.12.2009
Prototype source code	100 %	15.12.2009
Risk map ver. 1	100 %	11.12.2009
Project Plan (2)	100 %	11.12.2009
Project Vision (2)	100 %	11.12.2009
Alpha release	80 %	10.02.2010
- Core layer	90 %	
- In game menu	80 %	
- Main menu	80 %	
- Player menu	50 %	
- Map loading	100 %	
- Map component	100 %	
- Setup stage	40 %	
- Game stage	60 %	
- Integration	50 %	

Table 2: Complete work

Task	Status	Est. workload left (h)	Deadline
Project Plan (3)	90 %	4	12.02.2009
Project Vision (3)	90 %	4	12.02.2009
Beta release	10 %	100	20.02.2010
- Load/Save game		20	
- Improving widgets		30	
- Art		50	
Venture Cup 2	0 %	30	11.03.2010
Beta release 2	0 %	240	12.03.2010
- Art		40	
- Programming		200	
Status report 2	0 %	16	12.03.2010
Risk Map ver. 2	10 %	20	12.03.2010
Graphics and sound	0 %	12	12.03.2010

Table 3: Tasks

- *Dependency. This game depends on how the TribeFlame device works. Changes in the device may occur, and might make this project very sensitive.*

The device itself has not been a problem, since we have not yet been

in need of testing on the device. Software has proven to be a challenge for the most of us.

- *Motivation. The team members are not motivated enough and may not finish the project on time.*

  No problems with the motivation. Everyone is motivated and eager to get the game working.

- *Lack of knowledge. The programming language Python, which is new to a few team members, may prove to be more challenging than we thought in the beginning of the project.*

  Python has indeed been a challenge for many of the team members. We have had two separate meetings concerning Python to make sure everyone has basic knowledge of the language. Other than problems learning we have had some problems regarding the API sent by the client, these problems include not being able to understand how it works properly as well as some features not providing the functionality that they were meant to do.

- *Over ambitious. The team may plan a game which is not possible to program within the timeframe of the project.*

  We have reviewed our project tasks several times. Today we have a clear view of the game and are confident that we can finish it in time. We have a few functions we can skip if we think we do not have the time to finish the game.

- *Time table not estimated correctly. The schedule is not realistic and has to be revised during the project.*

  We have found some problems with the initial schedule. Some changes have been done according with, what we estimate. our resources at this moment.

- *Injury, illness or other issues that prevent people from working. If this happens we will have to adjust the schedule and switch roles from back-up to main.*

  No such things have occurred.

5   Status report summary

At this stage where facing problems with the planning that we scheduled from the beginning. The lack of experience with Python and both APIs, i.e., TribleFlame and SFML, have become a source of delays and problems. Still, we consider that we are facing the common problems that a big project, as this is, usually have to face. We are still on time and working reviewing the schedule weekly in order to achieve the proper planning for the rest of the project period.