

Fail-Safe Cloud Tournament Engine Project Plan

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1 First Semester Goals

1.1 March

- Finish fixing the current Cloud Tournament Engine.
- Deploy to Kubernetes (K8S).
- Add logging to Kubernetes and the code base.

1.2 April

- Set up a basic tournament engine that can run and manage matches.
- Deploy to Kubernetes (K8S).
- Release an alpha to the students for testing purposes.

1.3 May

- Make final changes for the first demo.
- Implement all required features for the new Cloud Tournament Engine.
- Start extensive testing.

1.4 June

- Continue extensive testing.
- Start extensive documentation.

2 Second Semester Goals

2.1 July

- Continue extensive documentation.
- Tidy up code base.
- Improve user experience and the user interface.

2.2 August

- Finish documentation and testing.
- Start writing final report.

2.3 September - November

- Start making poster.
- Start preparing for the demo.

Calendar Plan

I have attached a proposed project plan in calendar format on the next page.