























































ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names	% Complete	Actual Finish
1	Intro to Game Design Final Project Schedule	28 days?	Tue 11/8/11	Thu 12/15/11			99%	NA
2	Homework 9 Tasks	24 days	Tue 11/8/11	Fri 12/9/11			100%	Fri 12/9/11
3	Create initial Unity framework	3 days	Tue 11/8/11	Thu 11/10/11		Joseph Blair	100%	Thu 11/10/11
4	Unity Scenes	4 days	Fri 11/11/11	Wed 11/16/11			100%	Wed 11/16/11
5	Create configuration page	2 days	Tue 11/15/11	Wed 11/16/11	3,6,7,8,21,22	Todd Dobbs	100%	Wed 11/16/11
6	Create credits page	3 days	Fri 11/11/11	Tue 11/15/11	3,24	Christine Talbot	100%	Tue 11/15/11
7	Create main game page	4 days	Fri 11/11/11	Wed 11/16/11	3,24	Joseph Blair	100%	Wed 11/16/11
8	Create instructions page	4 days	Fri 11/11/11	Wed 11/16/11	3,24	Joseph Blair	100%	Wed 11/16/11
9	HTML Main Page	7 days	Tue 11/8/11	Wed 11/16/11			100%	Wed 11/16/11
10	Create design document	4 days	Tue 11/8/11	Fri 11/11/11		Christine Talbot	100%	Fri 11/11/11
11	Create index.html page	2 days	Tue 11/8/11	Wed 11/9/11		Christine Talbot	100%	Wed 11/9/11
12	Edit/Finetune design document	3 days	Mon 11/14/11	Wed 11/16/11	10	Eric Faust	100%	Wed 11/16/11
13	Edit/Finetune index.html document	4 days	Fri 11/11/11	Wed 11/16/11	11,24	Eric Faust	100%	Wed 11/16/11
14	Gather media assets	24 days	Tue 11/8/11	Fri 12/9/11			100%	Fri 12/9/11
15	Images	3 days	Sun 11/13/11	Wed 11/16/11			100%	Wed 11/16/11
16	Title images for scenes	3 days	Sun 11/13/11	Tue 11/15/11		Christine Talbot	100%	Tue 11/15/11
17	Plant images for main page	4 days	Sun 11/13/11	Wed 11/16/11		Eric Faust	100%	Wed 11/16/11
18	Images for symbology in instructions	4 days	Sun 11/13/11	Wed 11/16/11		Eric Faust	100%	Wed 11/16/11
19	Images for story in design doc	4 days	Sun 11/13/11	Wed 11/16/11		Christine Talbot & Eric Faust	100%	Wed 11/16/11
20	Sounds	6 days	Tue 11/8/11	Tue 11/15/11			100%	Tue 11/15/11
21	Button click sounds	3 days	Tue 11/8/11	Thu 11/10/11		Joseph Blair	100%	Thu 11/10/11
22	Background music	6 days	Tue 11/8/11	Tue 11/15/11		Christine Talbot	100%	Tue 11/15/11
23	Fonts	24 days	Tue 11/8/11	Fri 12/9/11			100%	Fri 12/9/11
24	Theme font for titles	5 days	Tue 11/8/11	Sun 11/13/11		Christine Talbot	100%	Sun 11/13/11

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ID	Task Name	Duration	Start	Finish	Predecessors	Resource Names	% Complete	Actual Finish
48	Turn Controls	4 days	Thu 11/17/11	Tue 11/22/11			100%	Tue 11/22/11
49	Spinner for 0,1,2 code	4 days	Thu 11/17/11	Tue 11/22/11		Eric Faust	100%	Tue 11/22/11
50	spinner for 0,1,2 animations	3 days	Fri 11/18/11	Tue 11/22/11	49	Eric Faust	100%	Tue 11/22/11
51	Determination of turn	4 days	Thu 11/17/11	Tue 11/22/11	58	Eric Faust	100%	Tue 11/22/11
52	popup screen for spinner	4 days	Thu 11/17/11	Tue 11/22/11		Eric Faust	100%	Tue 11/22/11
53	trigger function for spin	3 days	Fri 11/18/11	Tue 11/22/11	49	Eric Faust	100%	Tue 11/22/11
54	message center status update	2 days	Mon 11/21/11	Tue 11/22/11	66	Eric Faust	100%	Tue 11/22/11
55	Controller	20 days	Thu 11/17/11	Wed 12/14/11			100%	Wed 12/14/11
56	Enable controller via code	20 days	Thu 11/17/11	Wed 12/14/11		Todd Dobbs	100%	Wed 12/14/11
57	Determine selectable items	19 days	Fri 11/18/11	Wed 12/14/11	38	Todd Dobbs	100%	Wed 12/14/11
58	Game State	15 days	Thu 11/17/11	Wed 12/7/11			100%	Wed 12/7/11
59	basic scoring	15 days	Thu 11/17/11	Wed 12/7/11		Todd Dobbs	100%	Wed 12/7/11
60	Scoring Info retrieval	15 days	Thu 11/17/11	Wed 12/7/11	43	Todd Dobbs	100%	Wed 12/7/11
61	Object movements	15 days	Thu 11/17/11	Wed 12/7/11			100%	Wed 12/7/11
62	Simple destroy / grow logic	13 days	Fri 11/18/11	Tue 12/6/11	67	Joseph Blair	100%	Tue 12/6/11
63	Update message center for status	14 days	Fri 11/18/11	Wed 12/7/11	66	Christine Talbot	100%	Wed 12/7/11
64	Update message center for status	14 days	Fri 11/18/11	Wed 12/7/11	66	Joseph Blair	100%	Wed 12/7/11
65	Drag / place cards on board	6 days	Mon 11/21/11	Sun 11/27/11	38	Joseph Blair	100%	Sun 11/27/11

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66	Message Center Update function	14 days	Fri 11/18/11	Wed 12/7/11	42	Todd Dobbs	100%	Wed 12/7/11
67	Board State status retrieval	9 days	Thu 11/17/11	Tue 11/29/11		Todd Dobbs	100%	Tue 11/29/11
68	Board State status updates	9 days	Thu 11/17/11	Tue 11/29/11		Todd Dobbs	100%	Tue 11/29/11
69	AI - one player	7 days	Thu 11/17/11	Sun 11/27/11			100%	Sun 11/27/11
70	Initiate spinner via "hook" like real player click	2 days	Fri 11/18/11	Mon 11/21/11	53	Christine Talbot	100%	Mon 11/21/11
71	Choose cards to draw via "hook" to click deck	3 days	Thu 11/17/11	Mon 11/21/11	74	Christine Talbot	100%	Mon 11/21/11
72	Place drawn cards onto board via "place" hook	0 days	Mon 11/21/11	Mon 11/21/11	65	Christine Talbot	100%	Mon 11/21/11
73	retrieve board state for decisions	2 days	Fri 11/18/11	Mon 11/21/11	67	Christine Talbot	100%	Mon 11/21/11
74	Click on deck to "draw" cards	8 days	Thu 11/17/11	Sun 11/27/11	38,57	Joseph Blair	100%	Sun 11/27/11
75	Post-Thanksgiving Week Checkpoint	4 days	Mon 11/28/11	Thu 12/1/11			100%	Thu 12/1/11
76	Second "Sprint"	6 days?	Thu 12/1/11	Thu 12/8/11			100%	Wed 12/14/11
77	Game State	7 days	Thu 12/1/11	Sat 12/10/11			100%	Sat 12/10/11
78	Scoring	5 days	Thu 12/1/11	Wed 12/7/11		Todd Dobbs	100%	Wed 12/7/11
79	Global variables/constants	4 days	Thu 12/1/11	Tue 12/6/11		Todd Dobbs	100%	Tue 12/6/11
80	Other accessor methods	5 days	Thu 12/1/11	Wed 12/7/11		Todd Dobbs	100%	Wed 12/7/11
81	AI difficulty setting	8 days	Thu 12/1/11	Sat 12/10/11		Todd Dobbs	100%	Sat 12/10/11

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82	Configuration Screen	9 days	Thu 12/1/11	Tue 12/13/11			100%	Tue 12/13/11
83	Modify for new settings	9 days	Thu 12/1/11	Tue 12/13/11		Todd Dobbs	100%	Tue 12/13/11
84	Controller Setups	10 days	Thu 12/1/11	Wed 12/14/11			100%	Wed 12/14/11
85	controller & hover/select functionality	10 days	Thu 12/1/11	Wed 12/14/11		Todd Dobbs	100%	Wed 12/14/11
86	AI	4 days	Fri 12/2/11	Wed 12/7/11			100%	Wed 12/7/11
87	adjust AI for realtime	1 day	Mon 12/5/11	Mon 12/5/11	79,80	Christine Talbot	100%	Mon 12/5/11
88	adjust AI for difficulty level	4 days	Fri 12/2/11	Wed 12/7/11	81	Christine Talbot	100%	Wed 12/7/11
89	Instructions	9 days	Thu 12/1/11	Tue 12/13/11			100%	Tue 12/13/11
90	Info in popup when playing	4 days	Thu 12/1/11	Tue 12/6/11		Christine Talbot	100%	Tue 12/6/11
91	Instructions Scene in Unity	9 days	Thu 12/1/11	Tue 12/13/11		Joseph Blair	100%	Tue 12/13/11
92	Board	8 days	Thu 12/1/11	Mon 12/12/11			100%	Mon 12/12/11
93	Reset size to 3x6	3 days	Thu 12/1/11	Mon 12/5/11		Joseph Blair	100%	Mon 12/5/11
94	Modify layouts	3 days	Thu 12/1/11	Mon 12/5/11		Joseph Blair	100%	Mon 12/5/11
95	Check click events	8 days	Thu 12/1/11	Sat 12/10/11		Joseph Blair	100%	Sat 12/10/11
96	full screen mode	3 days	Thu 12/1/11	Mon 12/5/11		Eric Faust	100%	Mon 12/5/11
97	Add sounds	8 days	Thu 12/1/11	Mon 12/12/11		Eric Faust	100%	Mon 12/12/11
98	Animations/Images	9 days	Thu 12/1/11	Tue 12/13/11			100%	Tue 12/13/11
99	Grow veggie	6 days	Mon 12/5/11	Sat 12/10/11	106	Eric Faust	100%	Sat 12/10/11
100	Show veggie with size #	4 days	Mon 12/5/11	Thu 12/8/11	106	Eric Faust	100%	Thu 12/8/11
101	Sway veggie when grow	7 days	Mon 12/5/11	Tue 12/13/11	106	Eric Faust	100%	Tue 12/13/11
102	Constants for size text color for each veggie	7 days	Mon 12/5/11	Tue 12/13/11	103	Eric Faust	100%	Tue 12/13/11
103	color bible	3 days	Thu 12/1/11	Mon 12/5/11		Eric Faust	100%	Mon 12/5/11
104	soil images	7 days	Mon 12/5/11	Tue 12/13/11	93	Eric Faust	100%	Tue 12/13/11
105	Timers	5 days	Thu 12/1/11	Wed 12/7/11			100%	Wed 12/7/11

Project: Veggie Harvest Project PI
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Task

Split

Milestone

Summary

Project Summary

External Tasks

External Milestone

Inactive Task

Inactive Milestone

Inactive Summary

Manual Task

Duration-only

Manual Summary Rollup

Manual Summary



















Start-only

Finish-only



















Deadline

Progress


















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106	Grow timer, fixed interval	5 days	Thu 12/1/11	Wed 12/7/11		Eric Faust	100%	Wed 12/7/11
107	Card choice timer	5 days	Thu 12/1/11	Wed 12/7/11		Eric Faust	100%	Wed 12/7/11
108	Present random number of choices to players	2 days	Tue 12/6/11	Wed 12/7/11	107	Eric Faust	100%	Wed 12/7/11
109	Fill in only empty slots, else discard cards allowed	1 day	Wed 12/7/11	Wed 12/7/11	108	Eric Faust	100%	Wed 12/7/11
110	volcano grow logic?	3 days	Thu 12/1/11	Mon 12/5/11		Eric Faust	100%	Mon 12/5/11
111	Playtesting	5 days	Thu 12/1/11	Wed 12/7/11			100%	Wed 12/7/11
112	playtest questionnaires	5 days	Thu 12/1/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11
113	Proj Plan update	10 days	Thu 12/1/11	Wed 12/14/11		Christine Talbot	100%	Wed 12/14/11
114	Review for consistency	8 days	Mon 12/5/11	Wed 12/14/11		All	100%	Wed 12/14/11
115	Third "Sprint"	8 days	Mon 12/5/11	Wed 12/14/11			100%	Wed 12/14/11
116	Make GameStateScript static	2 days	Mon 12/5/11	Tue 12/6/11		Todd Dobbs	100%	Tue 12/6/11
117	Incorporate text on instructions page	8 days	Mon 12/5/11	Wed 12/14/11		Eric Faust	100%	Wed 12/14/11
118	grow function in gamestate	2 days	Mon 12/5/11	Tue 12/6/11		Todd Dobbs	100%	Tue 12/6/11
119	destroy function in gamestate	2 days	Mon 12/5/11	Tue 12/6/11		Todd Dobbs	100%	Tue 12/6/11
120	multiple planted function in gamestate	2 days	Mon 12/5/11	Tue 12/6/11		Todd Dobbs	100%	Tue 12/6/11
121	show choice function to show in UI	3 days	Mon 12/5/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11
122	make choice function to show in UI	3 days	Mon 12/5/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11
123	play card function to update UI & gamestate	3 days	Mon 12/5/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11
124	check for gameover	3 days	Mon 12/5/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11
125	static timer for grow function	3 days	Mon 12/5/11	Wed 12/7/11		Eric Faust	100%	Wed 12/7/11
126	variable timer for choices to be given	3 days	Mon 12/5/11	Wed 12/7/11		Eric Faust	100%	Wed 12/7/11
127	mousedown checks	3 days	Mon 12/5/11	Wed 12/7/11		Joseph Blair	100%	Wed 12/7/11

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128	AI cleanups for new functions an tie-ins with above code	3 days	Mon 12/5/11	Wed 12/7/11		Christine Talbot	100%	Wed 12/7/11
129	Project Plan update	8 days	Mon 12/5/11	Wed 12/14/11		Christine Talbot	100%	Wed 12/14/11
130	Alerts for learning/messaging	3 days	Mon 12/5/11	Wed 12/7/11		Christine Talbot	100%	Wed 12/7/11
131	Controller updates	8 days	Mon 12/5/11	Wed 12/14/11		Todd Dobbs	100%	Wed 12/14/11
132	Playtesting	2 hrs	Thu 12/8/11	Thu 12/8/11			100%	Thu 12/8/11
133	10 playtesting review sheets	8 hrs	Thu 12/8/11	Thu 12/8/11		All	100%	Thu 12/8/11
134	Final "Sprint"	6 days	Thu 12/8/11	Thu 12/15/11			94%	NA
135	show/hear clicked	2 days	Thu 12/8/11	Fri 12/9/11		Anyone As Availa	100%	Fri 12/9/11
136	show selected	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Availa	100%	Sat 12/10/11
137	fix freezing AI	2 days	Thu 12/8/11	Fri 12/9/11		Anyone As Availa	100%	Fri 12/9/11
138	speed up choices	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11
139	slow down growing	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Availa	100%	Sat 12/10/11
140	update message center when click items	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Available	100%	Sat 12/10/11
141	fix buttons to look better	3 days	Thu 12/8/11	Sun 12/11/11		Anyone As Availa	100%	Sun 12/11/11
142	add animations	3 days	Thu 12/8/11	Sun 12/11/11		Anyone As Availa	100%	Sun 12/11/11
143	brighter colors	3 days	Thu 12/8/11	Mon 12/12/11		Anyone As Availa	100%	Mon 12/12/11
144	show veggie ownership	3 days	Thu 12/8/11	Sun 12/11/11		Anyone As Availa	100%	Sun 12/11/11
145	undo scores and message center from being buttons	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Available	100%	Sat 12/10/11
146	check scoring function	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Availa	100%	Sat 12/10/11
147	enable restart functionality	3 days	Thu 12/8/11	Sat 12/10/11		Anyone As Availa	100%	Sat 12/10/11
148	project plan updates	5 days	Thu 12/8/11	Wed 12/14/11		Anyone As Availa	100%	Wed 12/14/11
149	playtesting feedback consolidation	3 days	Thu 12/8/11	Mon 12/12/11		Anyone As Availa	100%	Mon 12/12/11
150	delay grow() when animating	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11

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151	bug with grow timer - get 0 often	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11
152	add animations for destroy and grow function	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Available	100%	Tue 12/13/11
153	incorporate difficulty setting within game	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Available	100%	Tue 12/13/11
154	incorporate hints on/off in game	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11
155	controller	5 days	Thu 12/8/11	Wed 12/14/11		Anyone As Availa	100%	Wed 12/14/11
156	fix colors for pumpkin, carrot, and cabbage	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Available	100%	Tue 12/13/11
157	fix volcano background	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11
158	base difficulty on player's play speed	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Availa	100%	Tue 12/13/11
159	add countdown page to emphasize speed for play	4 days	Thu 12/8/11	Tue 12/13/11		Anyone As Available	100%	Tue 12/13/11
160	comment & cleanup code	5 days	Thu 12/8/11	Wed 12/14/11		Anyone As Availa	100%	Wed 12/14/11
161	Documentation	6 days	Thu 12/8/11	Thu 12/15/11			76%	NA
162	Update original Hw9 docs	2 days	Thu 12/8/11	Fri 12/9/11		Eric Faust	0%	NA
163	About the Development Process	2 days	Thu 12/8/11	Fri 12/9/11		Eric Faust	0%	NA
164	Tech Doc of Requirements	2 days	Thu 12/8/11	Fri 12/9/11		Christine Talbot	0%	NA
165	Video demo	2 days	Thu 12/8/11	Fri 12/9/11		Eric Faust	0%	NA
166	Project Plan	5 days	Thu 12/8/11	Wed 12/14/11		Christine Talbot	100%	Wed 12/14/11
167	Cleanup source code	5 days	Thu 12/8/11	Wed 12/14/11		All	100%	Wed 12/14/11
168	Presentation	5 days	Thu 12/8/11	Wed 12/14/11		Eric Faust	100%	Wed 12/14/11
169	Contribution Writeup	5 days	Thu 12/8/11	Wed 12/14/11		All	100%	Wed 12/14/11
170	Point Distribution	6 days	Thu 12/8/11	Thu 12/15/11		All	100%	Thu 12/15/11
171	Milestone - Due Date!	1 day	Thu 12/15/11	Thu 12/15/11			0%	NA

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