Gantt Chart tasks

# **Semester 1**

1. Identify Use Cases
2. Create use case diagram
3. Use case descriptions (realisation)
4. Create board mock-up
5. Create property card mock-up
6. Brainstorm property names
7. Choose board themes
8. Designing game rules
9. Class diagram
10. Video demo (5 mins)
11. Peer review
12. S1 Week 11 Deliverables

# **Semester 2**

1. Full demo video (5 min)
2. Test units
3. Dice roll development
4. Players setting their names (limit 8 players) checks for handling same names
5. After roll events
6. Resource system
7. Start square actions
8. action square actions 2/3 actions
9. action square priorities
10. player transactions for ‘rent ‘
11. Win conditions check
12. Final state of play shown
13. Group product description (up to 10%)
14. S2 Week 11 Deliverables