

# Phase 2 Planning

PROJECT TITLE Pentominoes Project

GROUP NUMBER Group 7

UNIVERSITY Universiteit Maastricht

DATE 29/10/23

WBS NUMBER	TASK TITLE	ASSIGNED TO	DUE DATE	DURATION	PCT OF TASK COMPLETE	November														December															
						WEEK 1		WEEK 2		WEEK 3		WEEK 4		WEEK 5		WEEK 6		WEEK 7																	
						30	31	1	2	3	6	7	8	9	10	13	14	15	16	17	20	21	22	23	24	27	28	29	30	1	4	5	6	7	8
						M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F
1	Planning and GUI																																		
1.1	Understanding project specifications	Everyone	30/10/2023	1	0%																														
1.1.1	GUI Brainstorming	Everyone	31/10/2023	1	0%																														
1.3	GUI Libraries	Irdi, David, Pablo	31/10/2023	1	0%																														
1.2	GUI Wireframe & Desing	David W., Ilya	03/11/2023	2	0%																														
1.4	Game Logic API description	Max, Ilya	05/11/2023	4	0%																														
1.5	Implement GUI	David, Max, Ilya	13/11/2023	10	0%																														
2	Tetris Game																																		
2.1	Common game logic	Everyone	14/11/2023	4	0%																														
2.2	Pentominoes functionalities (e.g. falling down, rotations)	Ilya, Max	15/11/2023	4	0%																														
2.3	User input interface	David	16/11/2023	4	0%																														
2.4	Debugging	Pablo, Max	17/11/2023	3	0%																														
2.5	Tetris bot algorithm research	Magdy, Zenios	21/11/2023	3	0%																														
2.6	Tetris bot algo. implementation	Magdy, Zenios	24/11/2023	3	0%																														
2.7	Debugging and testing	Magdy	24/11/2023	3	0%																														
3	Additional bot algorithm																																		
3.1	Research machine learning alternative (e.g. minmax)	Irdi, Max, David	30/11/2023	8	0%																														
3.2	(If viable) implement machine learning	Irdi, Max, David, Ilya	06/12/2023	10	0%																														
3.3	Testing and debugging	Zenios	08/12/2023	3	0%																														
4	Submissions and review																																		
4.1	Testing and experimenting	Irdi, everyone	06/12/2023	3	0%																														
4.2	Presentation structure and slides	Pablo, everyone	07/12/2023	6	0%																														
4.3	Planning for phase 3	David, everyone	15/12/2023	4	0%																														

Milestones

(1) GUI implementation

(2) Game logic

(3) Basic bot algorithm implementation

(4) Machine learning bot algo. impl.

(5) Submissions