

Rhythm Masters Gantt Chart

Apr. 12, 2021

<http://>

Project manager

David Yao

Project dates

Jan. 14, 2021 - Apr. 13, 2021

Completion

100%

Tasks

71

Resources

3

Tasks

Name	Begin date	End date
Project Approval	2021-01-14	2021-01-22
Problem Statement	2021-01-21	2021-01-29
Testing Schedule	2021-03-08	2021-03-29
Core Components	2021-03-08	2021-03-15
Auxiliary Components	2021-03-15	2021-03-22
Overall Gameplay	2021-03-22	2021-03-29
Development Plan	2021-01-28	2021-02-05
Team Meeting Plan	2021-01-28	2021-02-01
Team Communication Plan	2021-01-28	2021-02-01
Team Member Roles	2021-01-28	2021-02-01
Git Workflow Plan	2021-01-28	2021-02-05
Proof of Concept Demo Plan	2021-01-28	2021-02-05
Coding Plan	2021-01-28	2021-02-05
Rev.0 Requirements Document	2021-02-04	2021-02-12
Introduction	2021-02-04	2021-02-12
Scope	2021-02-04	2021-02-12
Functional Requirements	2021-02-04	2021-02-12
Non-functional Requirements	2021-02-04	2021-02-12
User Characteristics	2021-02-04	2021-02-12
Proof of Concept Demonstration	2021-02-15	2021-02-24
Question Planning	2021-02-15	2021-02-24
Rev.0 Test Plan	2021-02-25	2021-03-05
Testing Tools	2021-02-25	2021-03-05
Unit Testing Plan	2021-02-25	2021-03-05

Tasks

Name	Begin date	End date
Playtesting Plan	2021-02-25	2021-03-05
Non-functional Requirements Test Plan	2021-02-25	2021-03-05
Rev.0 Design and Documentation	2021-03-08	2021-03-18
Introduction	2021-03-08	2021-03-18
Module Hierarchy	2021-03-08	2021-03-18
Module Decomposition	2021-03-08	2021-03-18
Traceability Matrix	2021-03-08	2021-03-15
Use Case Hierarchy	2021-03-08	2021-03-18
Rev.0 Demonstration	2021-03-16	2021-03-24
Rev.1 Demonstration	2021-03-25	2021-04-07
Rev.1 Documentation	2021-04-02	2021-04-12
Problem Statement	2021-04-02	2021-04-12
Development Plan	2021-04-02	2021-04-12
Requirements Document	2021-04-02	2021-04-12
Design Document	2021-04-02	2021-04-12
Test Plan	2021-04-02	2021-04-12
Test Report	2021-04-02	2021-04-12
Source Code	2021-04-08	2021-04-12
ButtonController	2021-04-08	2021-04-12
ChangeScene	2021-04-08	2021-04-12
CollisionDetector	2021-04-08	2021-04-12
CompleteScreen	2021-04-08	2021-04-12
DetectKey	2021-04-08	2021-04-12
Effects	2021-04-08	2021-04-12
EffectsManager	2021-04-08	2021-04-12
FileIO	2021-04-08	2021-04-12

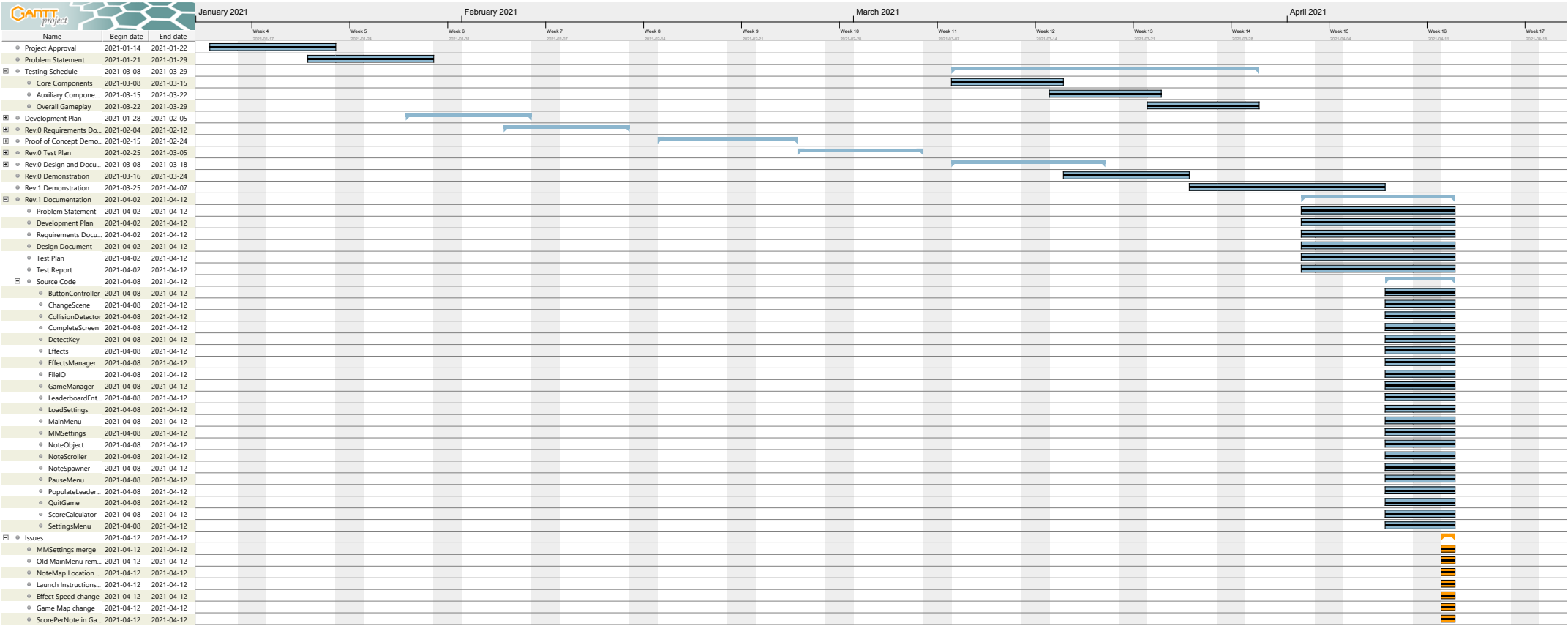
Tasks

Name	Begin date	End date
GameManager	2021-04-08	2021-04-12
LeaderboardEntry	2021-04-08	2021-04-12
LoadSettings	2021-04-08	2021-04-12
MainMenu	2021-04-08	2021-04-12
MMSettings	2021-04-08	2021-04-12
NoteObject	2021-04-08	2021-04-12
NoteScroller	2021-04-08	2021-04-12
NoteSpawner	2021-04-08	2021-04-12
PauseMenu	2021-04-08	2021-04-12
PopulateLeaderboard	2021-04-08	2021-04-12
QuitGame	2021-04-08	2021-04-12
ScoreCalculator	2021-04-08	2021-04-12
SettingsMenu	2021-04-08	2021-04-12
Issues	2021-04-12	2021-04-12
MMSettings merge	2021-04-12	2021-04-12
Old MainMenu remove	2021-04-12	2021-04-12
NoteMap Location change	2021-04-12	2021-04-12
Launch Instructions add	2021-04-12	2021-04-12
Effect Speed change	2021-04-12	2021-04-12
Game Map change	2021-04-12	2021-04-12
ScorePerNote in GameManager remove	2021-04-12	2021-04-12

Resources

Name	Default role
David Yao	project manager
Almen Ng	Documentation Expert
Veerash Palanichamy	Technology Expert

Gantt Chart



Resources Chart

