

[illegible]

[illegible]

Date started: 16/11/2022					To do		Done					
TASK NAME					START DATE		END DATE		DURATION (WORK DAYS)		TEAM MEMBER	
Ganti Charting											Michael primarily	
Talk to stakeholder											Everyone	
-Acquire information from the hostage											Everyone	
-Use information to formulate plan											Everyone	
Method selection and planning											Owen/ Mo	
Write up requirements in a more cohesive form											Tom/ Owen	
Write risk assessment											Lucy Primarily	
Design architecture											Joint team	
-Make diagrams for how it will fit together/ work											Primarily Tom/ Owen	
-Specify objects and indicate relations												
-Do responsibility driven design												
-Use abstraction of functions												
-Make some vague pseudo code												
Decide on assets												
-Select/ Source												
-Acquire said assets												
-Possibly use placeholders at first and upgrade later												
Website												
Project brief											Poppy	
Team Description											Poppy	
Meeting notes											Owen / Poppy	
Assessment 1 - Risk											Lucy / Poppy	
Assessment 1 - Architecture												
Assessment 1 - Requirements												
Assessment 1 - Implementation											Michael? :)	
Assessment 1 - Method planning											Owen/ Mo	
Creating + Publishing Website											Poppy	
Coding												
Sprites												
-Customers												
-Chef 1												
-Chef 2												
-Burger												
-Salad												
-Pizza												
-Jacket potatoes												
Objects												
-Burger												
-Salad												
-Pizza												
-Jacket potatoes												
-Chefs												
-Customers												
Control system												
-WASD controls												
-Pause button, P												
-Music on/off button, M												
Screens												
-Main Menu												
-Game Screen												
-Pause Screen												
-Credits screen												
-Tutorial Screen												
Tutorial												
-Extends Tutorial screen, displays gameplay description												
Credits												
-Extends Credits Screen, displays content usage and team members												
Music/Sounds												
-Background music												
-Main Menu music												
-Food sounds i.e. Burger frying noise												
-Timer noise - cooking, cooked, burnt												
-customer ready (a bell noise maybe?)												
Timers												
-Food cooking timer												
-Game timer (How long is left of the game session?)												

Date started: 16/11/2022					To do		Done					
TASK NAME					START DATE		END DATE		DURATION (WORK DAYS)		TEAM MEMBER	
Ganti Charting											Michael primarily	
Talk to stakeholder											Everyone	
-Acquire information from the hostage											Everyone	
-Use information to formulate plan											Everyone	
Method selection and planning											Owen/ Mo	
Write up requirements in a more cohesive form											Tom/ Owen	
Write risk assessment											Lucy Primarily	
Design architecture											Joint team	
-Make diagrams for how it will fit together/ work											Primarily Tom/ Owen	
-Specify objects and indicate relations												
-Do responsibility driven design												
-Use abstraction of functions												
-Make some vague pseudo code												
Decide on assets												
-Sketch/ Source												
-Acquire said assets												
-Possibly use placeholders at first and upgrade later												
Website												
Project brief											Poppy	
Team Description											Poppy	
Meeting notes											Owen / Poppy	
Assessment 1 - Risk											Lucy / Poppy	
Assessment 1 - Architecture												
Assessment 1 - Requirements												
Assessment 1 - Implementation											Michael? :)	
Assessment 1 - Method planning											Owen/ Mo	
Creating + Publishing Website											Poppy	
Coding												
Sprites												
-Customers												
-Chef 1												
-Chef 2												
-Burger												
-Salad												
-Pizza												
-Jacket potatoes												
Objects												
-Burger												
-Salad												
-Pizza												
-Jacket potatoes												
-Chefs												
-Customers												
Control system												
-WASD controls												
-Pause button, P												
-Music on/off button, M												
Screens												
-Main Menu												
-Game Screen												
-Pause Screen												
-Credits screen												
-Tutorial Screen												
Tutorial												
-Extends Tutorial screen, displays gameplay description												
Credits												
-Extends Credits Screen, displays content usage and team members												
Music/Sounds												
-Background music												
-Main Menu music												
-Food sounds i.e. Burger frying noise												
-Timer noise - cooking, cooked, burnt												
-customer ready (a bell noise maybe?)												
Timers												
- Food cooking timer												
- Game timer (How long is left of the game session?)												

Date started: 16/11/2022		To do		Done	
TASK NAME		START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting					Michael primarily
Talk to stakeholder					Everyone
-Acquire information from the hostage					Everyone
-Use information to formulate plan					Everyone
Method selection and planning					Owen/ Mo
Write up requirements in a more cohesive form					Tom/ Owen
Write risk assessment					Lucy Primarily
Design architecture					Joint team
-Make diagrams for how it will fit together/ work					Primarily Tom/ Owen
-Specify objects and indicate relations					
-Do responsibility driven design					
-Use abstraction of functions					
-Make some vague pseudo code					
Decide on assets					
-Select/ Source					
-Acquire said assets					
-Possibly use placeholders at first and upgrade later					
Website					
Project brief					Poppy
Team Description					Poppy
Meeting notes					Owen / Poppy
Assessment 1 - Risk					Lucy / Poppy
Assessment 1 - Architecture					
Assessment 1 - Requirements					
Assessment 1 - Implementation					Michael? :)
Assessment 1 - Method planning					Owen/ Mo
Creating + Publishing Website					Poppy
Coding					
Sprites					
-Customers					
-Chef 1					
-Chef 2					
-Burger					
-Salad					
-Pizza					
-Jacket potatoes					
Objects					
-Burger					
-Salad					
-Pizza					
-Jacket potatoes					
-Chefs					
-Customers					
Control system					
-WASD controls					
-Pause button, P					
-Music on/off button, M					
Screens					
-Main Menu					
-Game Screen					
-Pause Screen					
-Credits screen					
-Tutorial Screen					
Tutorial					
-Extends Tutorial screen, displays gameplay description					
Credits					
-Extends Credits Screen, displays content usage and team members					
Music/Sounds					
-Background music					
-Main Menu music					
-Food sounds i.e. Burger frying noise					
-Timer noise - cooking, cooked, burnt					
-customer ready (a bell noise maybe?)					
Timers					
-Food cooking timer					
-Game timer (How long is left of the game session?)					

[illegible]

[illegible]

[illegible]



[1] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them

[2] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them

[3] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them