

Final PERT Update

Task	Description	Duration	Earliest Start Date	Earliest Finish Date	Latest Start Date	Latest Finish Date	Predecessor(s)	Critical Path	Ontime Completion?	Setbacks and Reasons
A	Form team	3	Day 0	Day 3	Day 0	Day 3	None	Yes	Yes, day 3	
B	Assign roles	3	Day 3	Day 6	Day 3	Day 6	A	Yes	Yes, day 6	
C	Decide version control and communication methods	3	Day 3	Day 6	Day 3	Day 6	A	Yes	Yes, day 6	
D	Requirement analysis	3	Day 6	Day 9	Day 6	Day 9	B,C	Yes	Yes, day 9	
E	Rule interpretation	3	Day 9	Day 12	Day 9	Day 12	B,D	Yes	Yes, day 12	Misinterpretation and ambiguity in the specification led to questions being raised to Mr Raffles for clarity
F	Design research and creation	3	Day 6	Day 9	Day 12	Day 15	B	No	Yes, day 12	
G	Finalise design	3	Day 9	Day 12	Day 15	Day 18	F	No	Yes, day 15	Took longer than planned due to illness and misreading the brief. At first we thought we designed our own board, but then we realised there was an excel sheet stating the different tile properties
H	AI difficulty and behaviours	3	Day 9	Day 12	Day 15	Day 18	D	No	Yes, day 16	Later start for this as we were focussed on other aspects of the game. This was not a priority at the time and also wasn't part of the critical path so we had some slack time.
I	Programming language	3	Day 9	Day 12	Day 9	Day 12	C,D	Yes	Yes, day 12	
J	Programming development	36	Day 12	Day 48	Day 12	Day 48	D,E,I	Yes		
K	Core game coding	24	Day 12	Day 36	Day 18	Day 42	D,E,I	No	Yes, day 42	
L	GUI coding	24	Day 12	Day 36	Day 18	Day 42	D,G,I	No	Yes, day 36	
M	AI coding	24	Day 12	Day 36	Day 18	Day 42	D,E,H,I	No	Yes, day 42	
N	Testing	36	Day 12	Day 48	Day 12	Day 48	D,E,I	Yes	Yes, day 48	
O	Bug fixing	6	Day 32	Day 38	Day 42	Day 48	K,L,M	No	No, day 52	Ongoing process as bugs continue to crop up as development and testing continues
P	Record meetings and sprint, update PERT and Risks	42	Day 3	Day 45	Day 5	Day 47	B	No	No, day 51	Bug fixing took longer than expected which meant we were delayed with document updates
Q	Collect all documents from sprints and team meetings etc.	1	Day 45	Day 46	Day 47	Day 48	P	No	No, day 52	Due to delay in P
R	Group report	6	Day 48	Day 54	Day 48	Day 54	J,N,O,Q	Yes	No, day 58	Delay in previous tasks, as well as other modules coursework taking up our time
S	Combine all documents and deliverables	3	Day 54	Day 57	Day 54	Day 57	J,N,Q,R	Yes	No, day 61	-
T	Check and finalise submission	3	Day 57	Day 60	Day 57	Day 60	S	Yes	No, day 62	Delayed but was a lot quicker than expected due to keeping everything organised
U	Submission	0	Day 60	Day 60	Day 60	Day 60	T	Yes	No, day 63	Took an extra day for it, but still within the allowed timeframe for submission

We haven't changed the duration, which is still in days, with each week being a 6-day working week. This is unrealistic, but it accounts for all work done as we haven't got a set 'day off'.

This is the final PERT update (v4), updated at the end of week 10/ start of week 11. We haven't included the additional chart because this was all accounted for in version 3. This PERT update shows the final changes and completions for our project, with setbacks and reasons included where necessary.

There were more delays towards the end of the project, for various reasons. The first and main reason would be other modules coursework taking up a lot more time than we had anticipated, meaning we were unable to focus as much as we wanted on this project. This hasn't meant the quality of our product has decreased, just meant that tasks have taken longer and been slightly postponed. Another big reason was the bug fixing as bugs kept on popping up and took significantly longer than we thought to fix. There are still a few bugs, but we have outlined these in a different document.

Our goal for a late week 10 submission has been unsuccessful, however, we have a week of slack time and will submit on time, with all deliverables produced and included. We are a little disappointed to have not met our goal, however, we knew that the end of the project would be harder and planned to prevent any major disruptions.

Sunday, 6th April 2025.