PERT Document

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		
O	Bug fixing	6	Day 32	Day 38	Day 42	Day 48	K,L,M	No		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		
Q	Collect all documents from sprints and team meetings etc.	1	Day 45	Day 46	Day 47	Day 48	P	No		
R	Group report	6	Day 48	Day 54	Day 48	Day 54	J,N,O,Q	Yes		
S	Combine all documents and deliverables	3	Day 54	Day 57	Day 54	Day 57	J,N,Q, R	Yes		
T	Check and finalise submission	3	Day 57	Day 60	Day 57	Day 60	S	Yes		
U	Submission	0	Day 60	Day 60	Day 60	Day 60	T	Yes		

Task ID	Overruling Task	Description	Duration	Earliest Start Date	Earliest Finish Date	Latest Start Date	Latest Finish Date	Predecessor(s)	Critical Path	Ontime Completion?	Setbacks and Reasons
1	J, K	Implementing the rules	6	Day 12	Day 18	Day 21	Day 27	N/a	No	Yes, day 18	
2	J, K	Implementing the basic actions, such as moving around the board and dice rolling	3	Day 12	Day 15	Day 12	Day 15	N/a	Yes	Yes, day 15	A few bugs cropped up but they were handled accordingly
3	J, K	Ability to purchase a property and its houses / hotel	3	Day 15	Day 18	Day 15	Day 18	2, 15	Yes	Yes, day 18	
4	J, K	Paying rent	3	Day 18	Day 21	Day 24	Day 27	3, 15	No	Yes, day 25	
5	J, K	Mortgaging a property	3	Day 18	Day 21	Day 24	Day 27	3	No	Yes, day 23	
6	J, K	Game modes	12	Day 12	Day 24	Day 18	Day 30	N/a	No	Yes, day 28	
7	J, K	Coding time limit	12	Day 24	Day 36	Day 30	Day 42	6	No	Yes, day 42	Implemented correctly and ontime, but was changed later onn to include more time options and customizability
8	J, K	Auction	6	Day 21	Day 27	Day 21	Day 27	3, 15	Yes	Yes, day 27	
9	J, L	Players position on board being visible	6	Day 15	Day 21	Day 36	Day 42	2	No	Yes, day 21	
10	J, L	Players money being visible	6	Day 12	Day 18	Day 36	Day 42	N/a	No	Yes, day 36	
11	J, L	Implementation of visible actions	12	Day 15	Day 27	Day 32	Day 42	2	No	Yes, day 28	
12	J, L	UI for starting the game	6	Day 12	Day 18	Day 36	Day 42	N/a	No	Yes, day 33	
13	J, L	Zoom in and out feature	12	Day 24	Day 36	Day 30	Day 42	14	No	Yes, day 36	Created a few bugs but were easily fixable
14	J, L	Implementing board design	12	Day 12	Day 24	Day 18	Day 30	N/a	No	Yes, day 24	Constantly updated but initially was completed on time
15	J, L	Uploading game data	3	Day 12	Day 15	Day 12	Day 15	N/a	Yes	Yes, day 15	
16	J, M	Difficulty levels	6	Day 33	Day 42	Day 33	Day 42	17	Yes	Yes, day 42	
17	J, M	Behaviour	6	Day 27	Day 33	Day 27	Day 33	1, 2, 3, 4, 5, 8	Yes	Yes, day 33	

The duration is still in days, using a 6-day working week. We understand that 6 days a week every week is not realistic, but this accounts for any bits of work done, big or small, and includes meetings and communication that goes on either in person or on our discord chats, etc.

This PERT is an updated version, so version 3, and is updated according to the end of week 7, so day 42 on the chart. We have included an additional chart that breaks down Tasks J, K, L and M into their respective components. This is because we found the previous PERT to be a bit vague on certain tasks, so we wanted to have a more in-depth additional chart to reference and review what should be developed and when.

Week 7 has just finished, and we are currently on track according to our PERT chart. No task has been delayed beyond its 'Latest Finish Date', and the remaining tasks are all on track to be completed on time. Our aim for a late week 10 submission is looking promising, but we have decided that this is not set in stone. We still have a week after our deadline until the official deadline, so if we are unhappy or want to make a few final tweaks, we are happy to delay this proposed submission date. However, providing no major setbacks occur, we should meet this target.

Saturday, 15th March 2025.