Problem Analysis and Work Plan

Team 19

1. Gantt Chart

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week 3 | | | | | | | Week 4 | | | | | | | Week 5 | | | | | | | Week 6 | | | | | | |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| A)  B)  C)  D)  E)  F)  G) | | | | | | |  | | | | | | |  | | | | | | |  | | | | | | |

1. Work Division

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Requirement | Task | Luana | Joseph | Huzaifa |
| A) Indicated new CA states | Adapt the simulator to be able to display all the different states including burnt, burning and healthy | x |  | x |
| B) Set up the Town’s Environment | Adapt the simulator to be able to display different kinds of land (storing that in a ‘class’ or database) and their likeliness and duration to burn | x | x |  |
| C) Design Rule | Design a rule for the CA simulating the fire spread using probabilities (e.g. much higher for the canyon) |  | x | x |
| D) Simulate the Wild Fire | Adapt the code using the rule to simulate the spread of the fire starting at different locations | x | x |  |
| E) Include the Wind | Adapt the code to see how different wind situations influence the spread of the fire |  | x | x |
| F) Draw Conclusions | Draw conclusions after each partial task is completed answering the client’s questions | x | x | x |
| G) Write Report | Keep track of results in the report and finish each section after the task is completed and include literature review | x |  | x |