## **GANTT CHART**

PROJECT	King of Tokyo	COMPANY NAME	CECS 343
PROJECT MANAGER	Anthony Giacalone	DATE	25 Septemeber 2019

Omar Perez		PHASE ONE: DESIGNING				PHASE TWO GAME: DEVELOPEMENT & APPLICATION						PHASE THREE TES	
Chris Perez	TASK	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	Week 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	ı
Jesse Guardad		MTWRFSS	M T W R F S	S M T W R F S S	MTWRFSS	M T W R F S S	M T W R F S S	M T W R F S	SMTWRFSS	S M T W R F S S	M T W R F S S	MTWRFSS	;
	Project Requirements & Design												
	Project research	OCJ											
	Project objectives	OCJ											
	User inteface design			0									
	Game design			ocJ									
	Risk management			С									
	User Inteface Breakdown												
	User interface layout				J								
	End user communication plan				OCJ								
	User interface controls				0								
	Risk Management				С								
	Game Engine Breakdown												
	Physics handler					0							
	Object Handler					J							ı
	Image handler (cards and board)						0						
	Camera handling							OJ					
	Keyboard input handling						ос						
	Error handling								J				
	Risk Management							OJ					
	Help Breakdown												ı
	Game rules help								С				I
	Game manual help									C			I
	FAQ									С			
	Testing												1
	Quality assurance										OJC		l
	Unit testing				С			C					
	Validation testing											OJC	1
	Acceptance testing												l
	Integation testing											OJC	1
	Risk management									C		С	
	Framework Breakdown												1
	Create browser									0			1
	Create application									0			1
	Link files										0		1
	Package application											oı	1
	Risk management										С		
	Documentation												I
	Vision Document	OCI											
	Project Plan		OC1										
	Use Case												
	Flow Chart												I