Bro Team Sudoku Web Application SWE Project Plan

PROJECT TITLE Sudoku Web Application Bro Team (Jonathan, Jan, Mark)

Jun C. Bisomer, Mark Cubi. Jonathan Mele 99/4/9/2024

														NOVEMBER				DECEMBED		
PHASE NUMB	R TASK TITLE & TASK DETAILS			TASK OWNER			SEPTEMBER			107/04		OBER	10/00/DC	11/4/04			11/05/04	10/0/04	DECEMBER 12/9/24	10000
	Research Domain Knowledge			All	9/4/24	9/9/24	9/16/24	9/23/24	9/30/24	10/7/24	10/14/24	10/21/24	10/28/24	11/4/24	11/11/24	11/18/24	11/25/24	12/2/24	12/9/24	12/16/24
1.1	Meet with the customer and																			
1.2	stakeholders			All																
1.3	Ask what they are looking for?			All																
1.4	Develop a Storyboard			All																
1.5	Develop Use Case Scenarios			All																
2	Documentation Testing Specific	ation																		
,	Implementation	auon																		
3.1	Prototype Code	3.1.1 Test out Flask and Django FullStack Framework		Jan																
3.1	Prototype Code	3.1.1 Test out Flask and Django FullStack Framework 3.1.2 Decide if this is the framework chosen for the project		All						-										
		3.1.3 Start prototyping various components	3.1.3.1 Set cell entry function	Mark						-										
		3.1.3 Start prototyping various components	3.1.3.2 Undo Last Move(s)	Jonathan						-										
			3.1.3.2 Unio Last Move(s) 3.1.3.3 Set Note	Mark						-										
			3.1.3.4 Check Puzzle	Jan																
			3.1.3.5 Select New Puzzle	Jan						_										
			3.1.3.6 Get Specific Hint	Jonathan																
			3.1.3.7 Get Random Hint	Jonathan																
3.2	Develop a GUI	3.2.1 Test the GUI		Jan																
		3.2.2 Decide what UI changes need to be made to the GUI		All																
		3.2.3 Refactor the GUI		Jan																
3.4	Application Code	3.4.1 Backend Development Week 1	3.4.1.1 Store pre-made games	Jonathan																
			3.4.1.2 Create datatypes for individual game components	Mark																
		3.4.2 Frontend Development Week 1	3.4.2.1 Develop a simple interface with the game board	Jan																
			3.4.2.2 Make sure that the interface setup is independent of the code	Jan																
		3.4.3 Backend Development Week 2	3.4.3.1 Develop relationships to save games, number of wins, etc	Mark																
			3.4.3.2 Develop a login system to keep track of user information	Jan																
		3.4.4 Frontend Development Week 2	3.4.4.1 Add addional functionality around the board prompting the user to click on the note cell, get a hint, etc	Jonathan																
			3.4.4.2 Develop individual pages where notes, archived games, etc will be stored and viewed by the user	Jonathan																
		3.4.5 Backend Development Week 3	3.4.5.1 Connect the Frontend to the Backend	Jan																
			3.4.5.2 Test that the relationships work between what information needs to be extracted from the different data types	Jonathan																
		3.4.6 Frontend Development Week 3	3.4.6.1 Test seemless functionality of the interface with the backend game engine	Mark																
			3.4.6.2 Change GUI if needed	Mark																
3.5	Test Code	3.5.1 Test the functionality of the different functions	3.5.1.1 Fix bugs on the Frontend Side	Jan																
		3.5.2 Test the correctness of the algorithm	3.5.2.1 Fix bugs on the Backend Side	Mark & Jonathan																
	Testing			Jonathan																
4.1	Unit Testing	4.1.1 Check puzzle, Select New Puzzle		Jan																
4.1	Olit resting	4.1.2 Set cell entry, Set note		Mark						-										_
		4.1.2 Set cert entry, Set note 4.1.3 Undo Last Move, Get Specific Hint, Get Random Hint		Jonathan .						-										
4.2	Component Testing	4.2.1 Check puzzle, Select New Puzzle Backend & Frontend		Jan						-										
7.2	Compositin resung	4.2.2 Set cell entry, Set note Backend & Frontend		Mark						-										
		4.2.3 Undo Last Move, Get Specific Hint, Get Random Hint								-										
		Backend & Frontend		Jonathan																
4.3	System Testing	4.3.1 Frontend		Jan																
		4.3.2 Backend		Mark																
		4.3.3 Frontend & Backend		Jonathan																
4.4	User Testing	4.4.1 Test GUI and seemless functionality		Jan																
		4.4.2 Test Single User Login and Saving Functionalities		Mark																
		4.4.3 Test Multiple User Logins and Storing of multiple		Jonathan																
		individual data		- Crimenium																