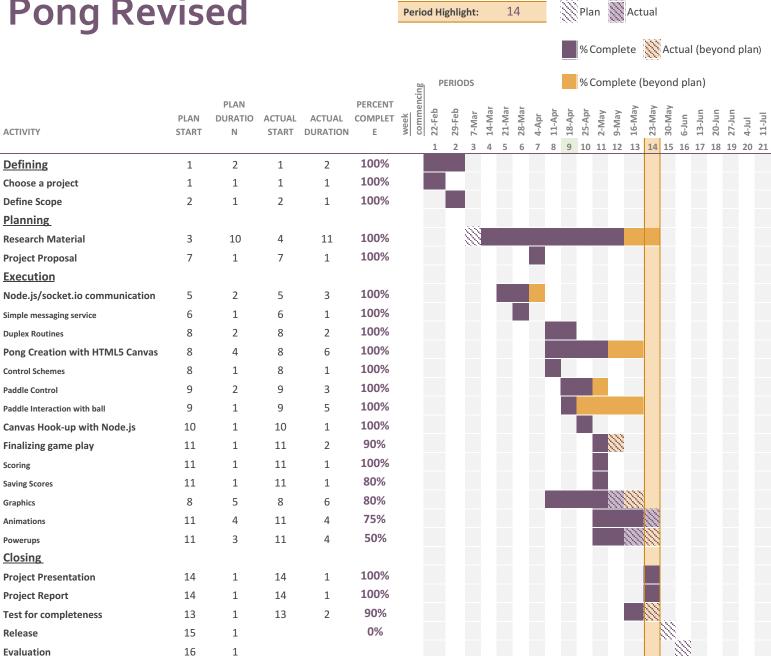# Pong Revised

| | Period Highlight: | 14 | Plan | Actual |

Legend: % Complete · Actual (beyond plan) · % Complete (beyond plan)

PERIODS — week commencing

ACTIVITY	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE
Defining	1	2	1	2	**100%**
Choose a project	1	1	1	1	**100%**
Define Scope	2	1	2	1	**100%**
Planning					
Research Material	3	10	4	11	**100%**
Project Proposal	7	1	7	1	**100%**
Execution					
Node.js/socket.io communication	5	2	5	3	**100%**
Simple messaging service	6	1	6	1	**100%**
Duplex Routines	8	2	8	2	**100%**
Pong Creation with HTML5 Canvas	8	4	8	6	**100%**
Control Schemes	8	1	8	1	**100%**
Paddle Control	9	2	9	3	**100%**
Paddle Interaction with ball	9	1	9	5	**100%**
Canvas Hook-up with Node.js	10	1	10	1	**100%**
Finalizing game play	11	1	11	2	**90%**
Scoring	11	1	11	1	**100%**
Saving Scores	11	1	11	1	**80%**
Graphics	8	5	8	6	**80%**
Animations	11	4	11	4	**75%**
Powerups	11	3	11	4	**50%**
Closing					
Project Presentation	14	1	14	1	**100%**
Project Report	14	1	14	1	**100%**
Test for completeness	13	1	13	2	**90%**
Release	15	1			**0%**
Evaluation	16	1			

Period columns (week commencing): 22-Feb (1), 29-Feb (2), 7-Mar (3), 14-Mar (4), 21-Mar (5), 28-Mar (6), 4-Apr (7), 11-Apr (8), 18-Apr (9), 25-Apr (10), 2-May (11), 9-May (12), 16-May (13), 23-May (14), 30-May (15), 6-Jun (16), 13-Jun (17), 20-Jun (18), 27-Jun (19), 4-Jul (20), 11-Jul (21)