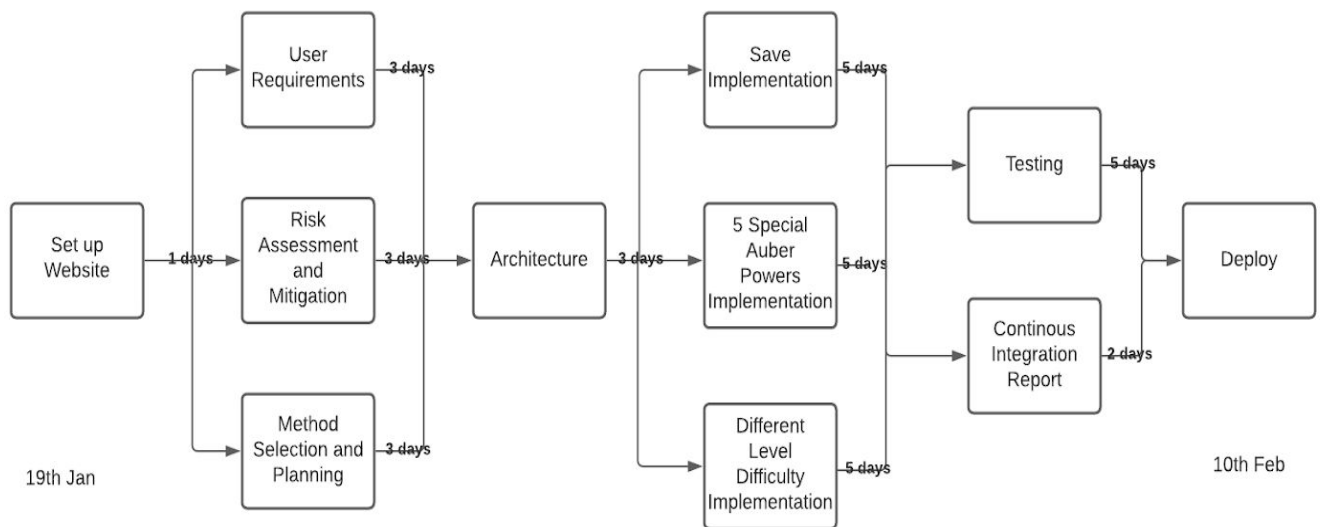


## Critical Path



The critical path indicates that we'd take a minimum of 17 days to complete the project which provides us with 4 days of leeway to fix any problems that occurred during the time period and perfect any areas of the project that we were not satisfied with.

19/01 - Clone the team's website and set up all the required documentation we need from their project

20/01 - Change their deliverables to fit the criteria of the new project requirements, as well as removing or fixing unnecessary information. Note down all the changes and explanation behind them in the change report

23/01 - Change the class diagrams within the abstract and concrete architecture documentation. Once again provide the reasoning for changes in the change report

26/01 - Implement the new game changes

31/01 - Manual and software testing including a report of the methods and approaches used as well as which, if any, tests failed.

Provide a continuous integration report, summarizing the methods, approaches and infrastructure that has been set up.

4/02 - We have some time left over to perfect any changes or in case any problems arose during the project time period.