Game Console

Group 2H   Immanuel, Sophia, Jason, Luc, Marlon

Project start: **Wed, 1/7/2026**

Display week: **1**

TASK	ASSIGNED TO	PROGRESS	START	END
Initiation				
Define goals	The Group	100%	1/7/26	1/14/26
Project Outline	The Group	100%	1/14/26	1/16/26
Project Overview Presentation	The Group	100%	1/15/26	1/22/26
Project Proposal	The Group	100%	1/22/26	2/1/26
Project Design Review Presentation	The Group	75%	1/22/26	2/5/26
Planning and design				
Define Scope	The Group	100%	1/14/26	1/21/26
Identify Parts	The Group	100%	1/21/26	1/23/26
Tabulate Cost	The Group	80%	1/23/26	2/6/26
Define Scope	The Group	100%	1/23/26	1/25/26
Aquire Parts	Sophia, Marlon and Luc	80%	1/21/26	2/6/26
Execution				
Part Testing	The Group	50%	1/28/26	2/6/26
Software for Hardware Components	Sophia and Jason	25%	1/15/26	1/27/26
Board Development	Sophia and Jason	10%	1/27/26	2/22/26
Game Development	Sophia and Jason	0%	2/14/26	3/8/26
LED Screen	Marlon and Luc	5%	2/6/26	2/27/26
Housing and Divider	Immanuel, Marlon and Luc	0%	2/27/26	3/6/26
Controller	Immanuel, Marlon and Luc	0%	2/27/26	3/6/26
Implementation and Testing	The Group	0%	3/6/26	3/20/26
Evaluation				
Monitor progress	Immanuel	36%	1/7/26	3/20/26
Evaluate Process	Immanuel	36%	1/7/26	3/20/26
Consider Problems	The Group	36%	1/7/26	3/20/26
Address Problems	The Group	36%	1/7/26	3/20/26
Gather Feedback	The Group	36%	1/7/26	3/20/26

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