

Software Engineering Project Planning Exercise

You are the project manager responsible for the development of a new game for the next generation of mobile telephone / PDA. Unfortunately the handset hardware will not be available for some time and you will have to work from a software simulation of the telephone.

Given the tasks and durations shown below, and assuming that you have no resource constraints, how soon can you have a beta version available for release? Do you believe that there any other dependencies or significant tasks not shown?

ID	Task Description	Duration	Predecessors
1	Requirements Analysis	3 weeks	
2	Obtain / setup development suite	2 weeks	
3	High level design	3 weeks	1
4	User interface preliminary design	2 weeks	1
5	User interface prototyping	4 weeks	4, 2
6	Game preliminary version development	12 weeks	3
7	Beta hardware available	(available in week 22)	
8	Writing draft user manual	4 weeks	2, 3
9	Test on beta hardware	2 weeks	5,6,7
10	Design review / finalise	2 weeks	9
11	User interface review / finalise	3 weeks	9
12	Manual final draft	3 weeks	10,11
13	Game beta version development	8 weeks	10
14	Game released to beta testers	WHEN?	12, 13

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