GANTT CHART

PROJECT	Project #3	TEAM NAME	Py Five
PROJECT TITLE	Gallaga Clone	VERSION DATE	10/21/18

TASK TITLE DURATION		PROJECT ONE																					PRO	JECT T	wo									
	DURATION	WEEK 1 WEEK 2						WEE	К 3					WEEK 5									K 6				WEEK 7							
	7 8	9	10	11 12	13	14 1	5 16	17 1	8 19	20 21	1 22	23 2	4 25	26	27 28	29 3	0 31	1	2 3	4	5	6 7	8	9 10	11	12 13	3 14	15 1	6 17	18 19	20 2	22 2	23 24 :	
Project Definition and Planning																																		
Product Backlog	3																																	
Sprint Backlog	3	-																																
State Diagram	3		i												i i			Time	İ			i				i		i						
Use Case Diagram	3	-																																
Class Diagram	3																																	
Gantt Chart Generation	4																																	
Project Prototype Generation																																		
Game Engine Selection	5																																	
Game Engine Setup/Experimentation	4																		1															
Define Actor Base Class	2		i											i	Πİ		i		İ		i	i		Ī										
Define Game Actors	2	1																																
Define Game Constants	2		i												Ī				İ		i			Ī		Ī		1						
Define Game Class	4																																	
Define Main	2																																	
Project Prototype Finalization																																		
Debugging	6																																	
Chart Updates	2	-																																
Code Documentation Generation	1																																	
Write Up	1																																	
Project Performance / Monitoring																																		
Project Planning	4																																	
Resolve Protoype Bugs	3	-																																
Compose Code Tests	11		i	i		T		i										i	İ				i			i								
Project Enhancement																																		
Add Game Screens	5																																	
Add Enemy Groups	7	-				1																		1				1				1		
Add Explosions	5	-												-														-						
Add Lives Functionality	5	-				1													-					1				1				1		
Add Sound Effects	5		i					<u> </u>										1										1						
Add Enemy Attack	5																1																	
Add Levels	5	1	i	T		T		i						<u> </u>			1		T											i		i i		
Project Finalization															·																			أرزا
Debugging	12																																	
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Code Documentation Generation	1		i					i						1	i				t									1		-				
Write Up	2	+													ļ																			