

CS308 Group 12 Gantt Chart

26-Jan-2019

<http://>

Project manager

Project dates

04-Feb-2019 - 18-Mar-2019

Completion

0%

Tasks

25

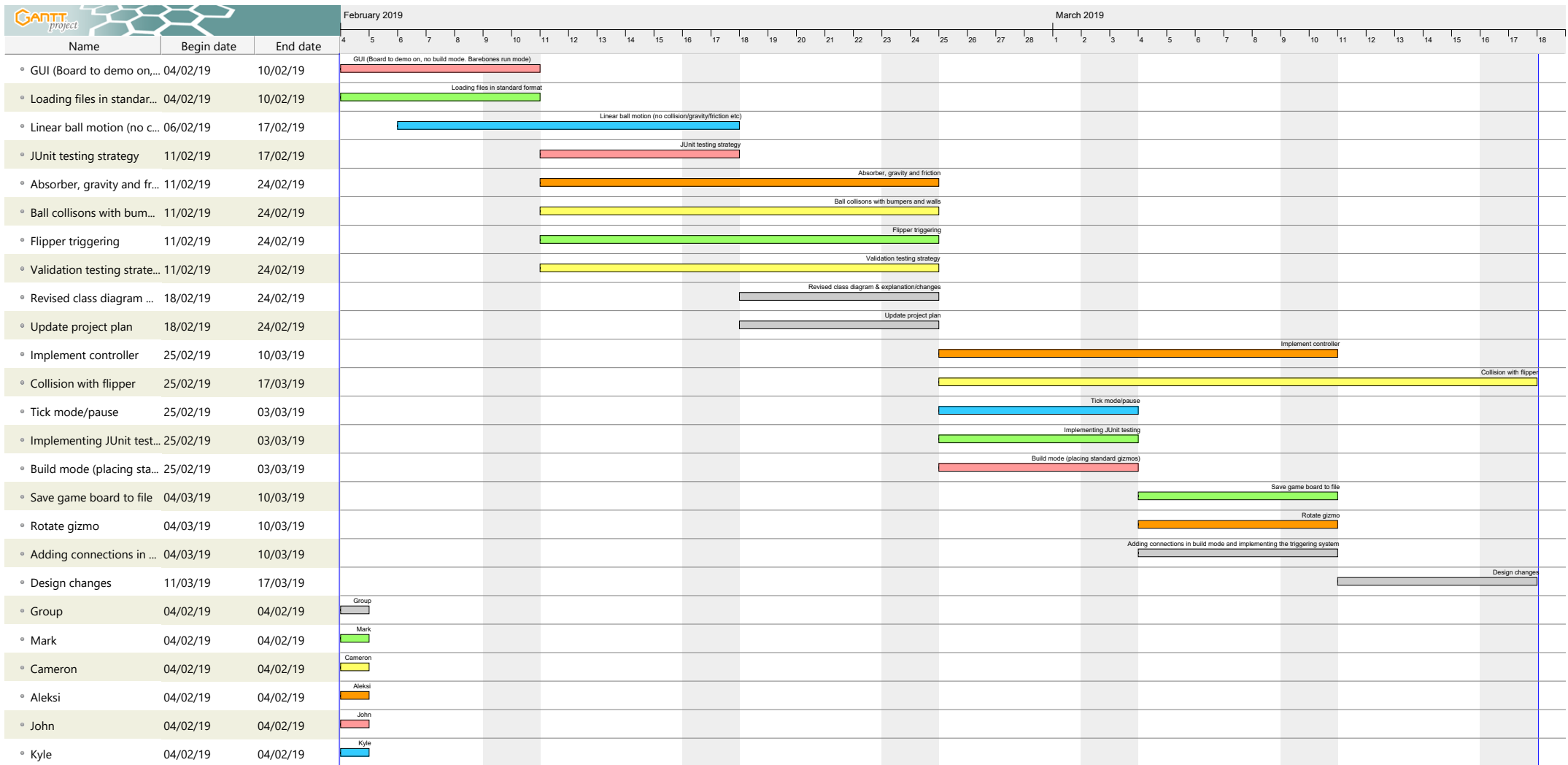
Resources

0

Tasks

Name	Begin date	End date
GUI (Board to demo on, no build mode. Barebones run mode)	04/02/19	10/02/19
Loading files in standard format	04/02/19	10/02/19
Linear ball motion (no collision/gravity/friction etc)	06/02/19	17/02/19
JUnit testing strategy	11/02/19	17/02/19
Absorber, gravity and friction	11/02/19	24/02/19
Ball collisions with bumpers and walls	11/02/19	24/02/19
Flipper triggering	11/02/19	24/02/19
Validation testing strategy	11/02/19	24/02/19
Revised class diagram & explanation/changes	18/02/19	24/02/19
Update project plan	18/02/19	24/02/19
Implement controller	25/02/19	10/03/19
Collision with flipper	25/02/19	17/03/19
Tick mode/pause	25/02/19	03/03/19
Implementing JUnit testing	25/02/19	03/03/19
Build mode (placing standard gizmos)	25/02/19	03/03/19
Save game board to file	04/03/19	10/03/19
Rotate gizmo	04/03/19	10/03/19
Adding connections in build mode and implementing the triggering system	04/03/19	10/03/19
Design changes	11/03/19	17/03/19
Group	04/02/19	04/02/19
Mark	04/02/19	04/02/19
Cameron	04/02/19	04/02/19
Aleksi	04/02/19	04/02/19
John	04/02/19	04/02/19
Kyle	04/02/19	04/02/19

Gantt Chart



Resources Chart

