CS308 Gizmoball Group W12 Updated Gantt Chart

Feb 19, 2019

http://

Project manager

Project dates Feb 20, 2019 - Mar 20, 2019

Completion0%Tasks31Resources0

Tasks

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Name	Begin date	End date
Combining prototypes to work in one run mode.	2/20/19	2/22/19
Run Mode: Modify tick timer to implement a tick button (including pause).	2/20/19	2/21/19
Switching mode functionality (does not include board content, only menu).	2/20/19	2/24/19
Collision with flippers. Includes refining the physics loop.	2/20/19	2/26/19
Build the Build Mode GUI (not including listeners and drawing elements)	2/20/19	2/24/19
Listeners to add gizmos and balls in build mode.	2/25/19	2/27/19
Listeners to rotate gizmos, add connections and key bindings in build mode.	2/28/19	3/5/19
Save the current board in build mode.	2/28/19	3/8/19
Load a board layout in the functioning build mode.	2/28/19	3/8/19
Implement the triggering system that fires when connected elements are activated.	3/3/19	3/5/19
Defining some events to occur when connected elements trigger	2/28/19	3/5/19
Switch modes, maintain the board layout to be edited/run	2/28/19	3/8/19
Write the Blackbox JUnit tests for Model/Ball/Gizmo interface's prototype functionality	2/20/19	2/28/19
Write the Whitebox JUnit tests for Model/Ball/Gizmo's prototype functionality	2/20/19	2/28/19
Conduct validation tests on use cases where prototype functionality is sufficient.	2/20/19	2/28/19
Write the Blackbox JUnit tests for Model/Ball/Gizmo interface's final base functionality	3/1/19	3/9/19
Write the Whitebox JUnit tests for Model/Ball/Gizmo's final base functionality	3/1/19	3/9/19
Conduct validation tests on the remainin use cases	3/1/19	3/9/19
Document progress and results of JUnit and Validation tests	2/20/19	3/9/19
Discuss and plan visual changes	3/6/19	3/10/19
Discuss and plan additional features	3/6/19	3/10/19
Implement visual changes	3/11/19	3/15/19
Implement additional features	3/11/19	3/15/19
Revisit and document testing to ensure base functionality integrity is unaffected by changes	3/11/19	3/15/19
Final changes and buffer time.	3/16/19	3/19/19
Kyle	2/20/19	2/22/19
Mark	2/20/19	2/22/19
John	2/20/19	2/22/19

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Chart Feb 19, 2019
Tasks

Name	Begin date	End date
Aleksi	2/20/19	2/22/19
Cameron	2/20/19	2/22/19
Group	2/20/19	2/22/19

Feb 19, 2019

Gantt Chart

CANTT	February 2019	March 2019	April 2019		
Name Begin d End date 20 21 22 23 24 25 26 27 28 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14					
· Combining prototypes to w 2/20/19	2/22/19 Combining pro	rototypes to work in one run mode.			
Run Mode: Modify tick tim 2/20/19	2/21/19 Run Mode: Modif	21/19 Run Mode: Modify tick timer to implement a tick button (including pause).			
 Switching mode functionali 2/20/19 	2/24/19 Switchi	Switching mode functionality (does not include board content, only menu).			
Collision with flippers. Inclu2/20/19	2/26/19	Collision with flippers. Includes refining the physics	loop.		
Build the Build Mode GUI (2/20/19	2/24/19 Build th	he Build Mode GUI (not including listeners and draw	ving elements)		
Listeners to add gizmos an2/25/19	2/27/19	Listeners to add gizmos and balls in build mode.			
Listeners to rotate gizmos,2/28/19	3/5/19	Listeners to rotate gizmos, ac	dd connections and key bindings in build mode.		
Save the current board in 2/28/19	3/8/19	Save the current bo	pard in build mode.		
Load a board layout in the 2/28/19	3/8/19	Load a board layou	t in the functioning build mode.		
Implement the triggering s 3/3/19	3/5/19	Implement the triggering syst	em that fires when connected elements are activated.		
Defining some events to o 2/28/19	3/5/19	Defining some events to occu	ur when connected elements trigger		
Switch modes, maintain th 2/28/19	3/8/19	Switch modes, mair	ntain the board layout to be edited/run		
· Write the Blackbox JUnit te2/20/19	2/28/19	Write the Blackbox JUnit tests for Model/Ball/	Gizmo interface's prototype functionality		
Write the Whitebox JUnit t 2/20/19	2/28/19	Write the Whitebox JUnit tests for Model/Ball/	/Gizmo's prototype functionality		
Conduct validation tests o 2/20/19	2/28/19	Conduct validation tests on use cases where	prototype functionality is sufficient.		
Write the Blackbox JUnit te3/1/19	3/9/19	Write the Blackb	ox JUnit tests for Model/Ball/Gizmo interface's final base functionality		
Write the Whitebox JUnit t 3/1/19	3/9/19	Write the Whiteb	oox JUnit tests for Model/Ball/Gizmo's final base functionality		
Conduct validation tests o 3/1/19	3/9/19	Conduct validation	on tests on the remainin use cases		
Document progress and re 2/20/19	3/9/19		ess and results of JUnit and Validation tests		
Discuss and plan visual ch 3/6/19	3/10/19	Discuss and	plan visual changes		
Discuss and plan additiona3/6/19	3/10/19	Discuss and	plan additional features		
Implement visual changes 3/11/19	3/15/19		Implement visual changes		
Implement additional featu 3/11/19	3/15/19		Implement additional features		
Revisit and document testi 3/11/19	3/15/19		Revisit and document testing to ensure base functionality integrity is unaffected by changes		
Final changes and buffer ti 3/16/19	3/19/19		Final changes and buffer time.		
· Kyle 2/20/19	2/22/19 Kyle				
• Mark 2/20/19	2/22/19 Mark				
John 2/20/19	2/22/19 John				
• Aleksi 2/20/19	2/22/19 Aleksi				
- Cameron 2/20/19	2/22/19 Cameron				
• Group 2/20/19	2/22/19 Group				

Chart Feb 19, 2019

Resources Chart

February 2019

,March 2019 ,April 2019

Name De... 20 21 22 23 24 25 26 27 28 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14

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