

The Legend of Zelda

<http://>

Project manager

Project dates

Sep 21, 2018 - Dec 6, 2018

Completion

0%

Tasks

24

Resources

3

Tasks

Name	Begin date	End date
Development Plan	9/21/18	9/28/18
LaTeX Conversion	9/21/18	9/28/18
Requirements Document Revision 0	9/29/18	10/5/18
Functional Requirements	9/29/18	10/5/18
Non-Functional Requirments	9/29/18	10/5/18
Project Drivers	9/29/18	10/5/18
Project Issues	9/29/18	10/5/18
Proof of Concept Demonstration	10/6/18	10/16/18
Enemy AI	10/6/18	10/16/18
Player Movement	10/6/18	10/16/18
Sprite Animation	10/6/18	10/16/18
Test Plan Revision 0	10/16/18	10/26/18
Unit Testing	10/27/18	11/20/18
User and Player Interactions	10/27/18	10/31/18
Performance	11/18/18	11/20/18
Integration Testing	11/1/18	11/17/18
Environment and Interactions	11/1/18	11/6/18
Look and Feel	11/10/18	11/14/18
Usability	11/15/18	11/17/18
Final Demonstration (Revision 1)	11/21/18	11/26/18
Peer Evaluation	11/21/18	11/26/18
Design and Document Revision 0	11/7/18	11/9/18
Revision 0 Demonstration	11/10/18	11/12/18

Tasks

Name	Begin date	End date
Final Documentation (Revision 1)	11/27/18	12/5/18

Resources

Name	Default role
Bilal Jaffry	developer
Giacomo Loparco	developer
Lucas Zacharewicz	developer

Gantt Chart



