

## Progress Report #3

### Visual Output of Gantt Chart

The visual output of the Gantt Chart is located after the meeting minutes (Page 6).

### Summary of Current Status

- We are a little behind on our tasks this week, and this can be seen from the Gantt Chart.
- A check mark next to the task name means that the task is 100% complete.
- The dark blue bars drawn in the light blue bars represent the percentage of the task that is complete.

### Agenda and Meeting Minutes

The agenda of our meeting and the meeting minutes are on the next page.

### Updated Gantt Chart

The XML file (Gantt Chart Team 7\_Nov 14.xml) is attached to this submission.

## Agenda

**Date and location:**

- Friday November 14, 2014 at 4:30pm
- FDA Computer Lab

**Meeting Facilitator:** Yahya Azami

**Items to be discussed**

1. Compare prototypes
2. Look into integration and testing
3. Discuss about the demo
4. Update Gantt Chart
5. Assign roles for next meeting

## Meeting Minutes

**Date and location:**

- Friday November 14, 2014 at 4:30pm
- FDA Computer Lab

**Meeting Facilitator:** Yahya Azami

**Minute Taker:** Matthew Fong

**Time keeper:** Philip Hoddinot

**Members present:**

- Kirththiga Murugupillai
- Matthew Fong
- Philip Hoddinot
- Yahya Azami

**1. Approval of the agenda (1 min)**

- Motion: To approve the agenda.
- Proposed by: Yahya Azami
- Vote: Passed unanimously

**2. Prototypes discussion (10 min)**

- Kirththiga implemented some of the saved game methods, needs testing.
- Matthew re-implemented a couple base features in gameplay engine.
- Phil need to refactor code to use serialization and work on frame glitches.
- Yahya –implemented the back button and still need to work with the logic.
- Talked about implementation of deleting users and high scores concurrently.

**3. Look into integration and testing (3 min)**

- Start working on individual branches not to cause broken code
- Everyone needs to work on JUnit testing.
- Start integration testing soon.

**4. Discuss about the demo (2 min)**

- Everything should be working the latest on November 21, 2014.

**5. Update Gantt Chart (3 min)**

- Kirththiga marked all the tasks that were completed on the Gantt Chart.
- She also checked which tasks are remaining and delayed.

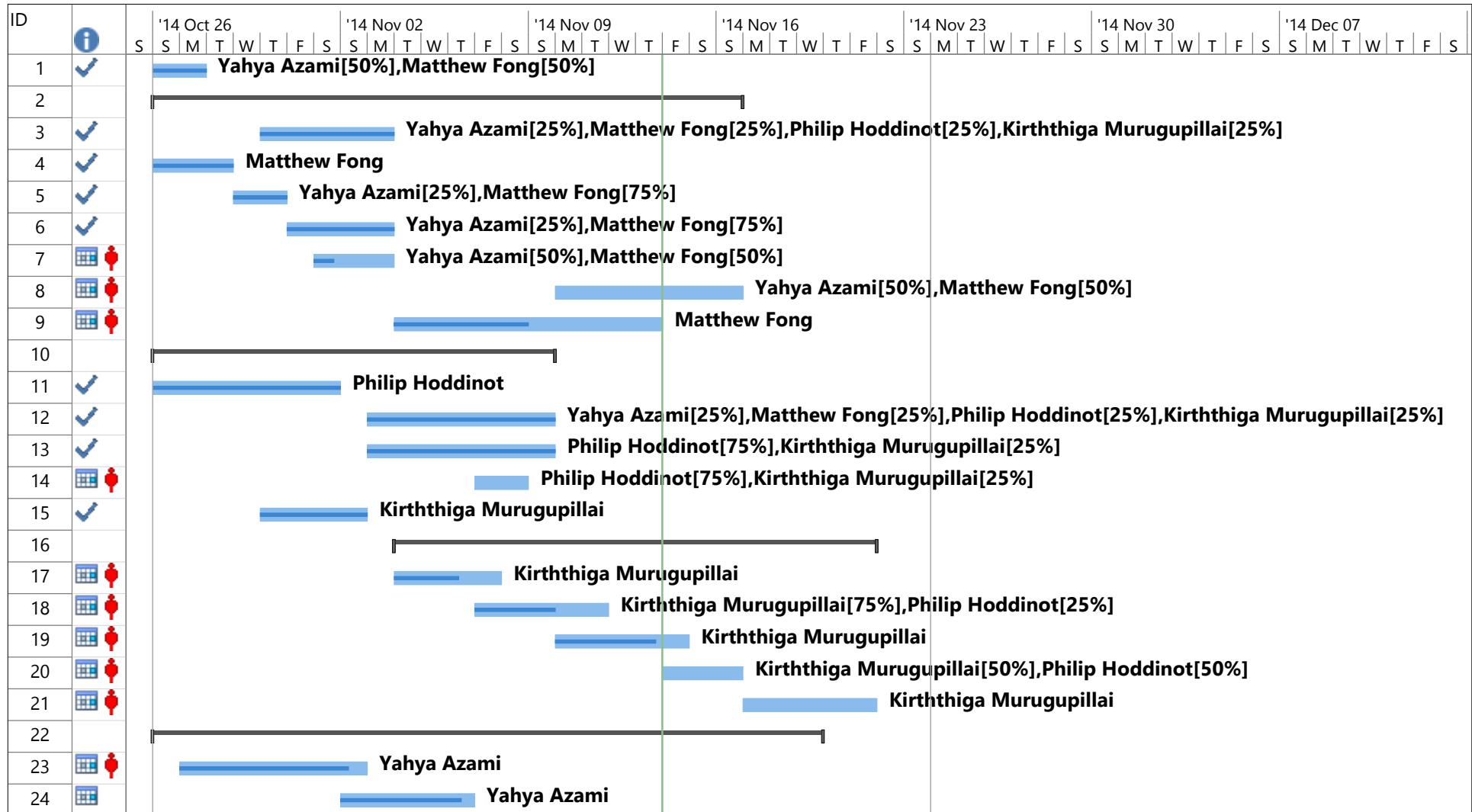
**6. Assign roles for next meeting (1 min)**

- **Meeting Facilitator:** Kirththiga Murugupillai
- **Minute Taker:** Philip Hoddinot
- **Time keeper:** Matthew Fong

(Total time: approx. 20 min)

| ID | Task Mode | Task Name               | Duration       | Start               | Finish              | Predecessors | Resource Names    |  |
|----|-----------|-------------------------|----------------|---------------------|---------------------|--------------|-------------------|--|
| 1  | ✓         | UML Gameplay            | 2 days         | Sun 14-10-26        | Tue 14-10-28        |              | Yahya Azami[50%   |  |
| 2  |           | <b>Gameplay</b>         | <b>22 days</b> | <b>Sun 14-10-26</b> | <b>Mon 14-11-17</b> |              |                   |  |
| 3  | ✓         | Prepare for Demo        | 5 days         | Wed 14-10-29        | Mon 14-11-03        |              | Yahya Azami[25%   |  |
| 4  | ✓         | Build Framework fo      | 3 days         | Sun 14-10-26        | Wed 14-10-29        |              | Matthew Fong      |  |
| 5  | ✓         | Movement of Bom         | 2 days         | Wed 14-10-29        | Fri 14-10-31        |              | Yahya Azami[25%   |  |
| 6  | ✓         | Collision Detection     | 4 days         | Thu 14-10-30        | Mon 14-11-03        |              | Yahya Azami[25%   |  |
| 7  | ⌚🔴        | Test cases for dem      | 3 days         | Sat 14-11-01        | Tue 14-11-04        |              | Yahya Azami[50%   |  |
| 8  | ⌚🔴        | Implement pauseM        | 7 days         | Mon 14-11-10        | Mon 14-11-17        |              | Yahya Azami[50%   |  |
| 9  | ⌚🔴        | Implement the othe      | 10 days        | Tue 14-11-04        | Fri 14-11-14        |              | Matthew Fong      |  |
| 10 |           | <b>Login System</b>     | <b>15 days</b> | <b>Sun 14-10-26</b> | <b>Mon 14-11-10</b> |              |                   |  |
| 11 | ✓         | Implement a GUI fo      | 7 days         | Sun 14-10-26        | Sun 14-11-02        |              | Philip Hoddinot   |  |
| 12 | ✓         | Login System Demo       | 7 days         | Mon 14-11-03        | Mon 14-11-10        |              | Yahya Azami[25%   |  |
| 13 | ✓         | Implement login m       | 7 days         | Mon 14-11-03        | Mon 14-11-10        |              | Philip Hoddinot[7 |  |
| 14 | ⌚🔴        | Test cases for dem      | 2 days         | Fri 14-11-07        | Sun 14-11-09        |              | Philip Hoddinot[7 |  |
| 15 | ✓         | Database                | 4 days         | Thu 14-10-30        | Mon 14-11-03        |              | Kirththiga Murug  |  |
| 16 |           | <b>Save game System</b> | <b>18 days</b> | <b>Mon 14-11-03</b> | <b>Sat 14-11-22</b> |              |                   |  |
| 17 | ⌚🔴        | Implement Save Ga       | 4 days         | Mon 14-11-03        | Fri 14-11-07        |              | Kirththiga Murug  |  |
| 18 | ⌚🔴        | Implement save ga       | 5 days         | Fri 14-11-07        | Wed 14-11-12        |              | Kirththiga Murug  |  |
| 19 | ⌚🔴        | Implement SaveGar       | 5 days         | Mon 14-11-10        | Sat 14-11-15        |              | Kirththiga Murug  |  |
| 20 | ⌚🔴        | Test Save game          | 3 days         | Fri 14-11-14        | Mon 14-11-17        |              | Kirththiga Murug  |  |
| 21 | ⌚🔴        | Database                | 5 days         | Mon 14-11-17        | Sat 14-11-22        |              | Kirththiga Murug  |  |
| 22 |           | <b>Highscore System</b> | <b>25 days</b> | <b>Sun 14-10-26</b> | <b>Thu 14-11-20</b> |              |                   |  |
| 23 | ⌚🔴        | Implement Highsco       | 7 days         | Mon 14-10-27        | Mon 14-11-03        |              | Yahya Azami       |  |
| 24 |           | Implement scoreRe       | 5 days         | Sun 14-11-02        | Fri 14-11-07        |              | Yahya Azami       |  |
| 25 | ⌚🔴        | Implement remainin      | 4 days         | Fri 14-11-07        | Tue 14-11-11        |              | Yahya Azami       |  |
| 26 | 🔴         | Test Highscore Syte     | 1 day          | Sun 14-10-26        | Mon 14-10-27        |              | Yahya Azami[50%   |  |
| 27 | ⌚🔴        | Database                | 4 days         | Sun 14-11-16        | Thu 14-11-20        |              | Kirththiga Murug  |  |
| 28 |           | <b>MainMenu System</b>  | <b>9 days</b>  | <b>Tue 14-11-11</b> | <b>Thu 14-11-20</b> |              |                   |  |
| 29 | ⌚🔴        | Implement mainme        | 7 days         | Tue 14-11-11        | Tue 14-11-18        |              | Yahya Azami[25%   |  |
| 30 | ⌚🔴        | Test MainMenu fun       | 2 days         | Tue 14-11-18        | Thu 14-11-20        |              | Yahya Azami[25%   |  |
| 31 |           | <b>Integration</b>      | <b>11 days</b> | <b>Thu 14-11-13</b> | <b>Mon 14-11-24</b> |              |                   |  |

| ID | Task Mode | Task Name             | Duration | Start        | Finish       | Predecessors | Resource Names   |  |
|----|-----------|-----------------------|----------|--------------|--------------|--------------|------------------|--|
| 32 |           | Integrate gameplay    | 4 days   | Thu 14-11-13 | Mon 14-11-17 |              | Matthew Fong,Ph  |  |
| 33 |           | Implement test cases  | 3 days   | Fri 14-11-14 | Mon 14-11-17 |              | Yahya Azami[25%  |  |
| 34 |           | Integrate all the cor | 7 days   | Mon 14-11-17 | Mon 14-11-24 |              | Matthew Fong[50% |  |
| 35 |           | Test all the function | 4 days   | Thu 14-11-20 | Mon 14-11-24 |              | Yahya Azami[50%  |  |
| 36 |           | Prepare for Demo      | 3 days   | Fri 14-11-21 | Mon 14-11-24 |              | Yahya Azami[25%  |  |



Project: Nov14\_Tasks  
Date: Fri 14-11-14

