Agenda

Date and location:

- Friday October 31, 2014 at 4:30pm
- FDA Computer Lab

Meeting Facilitator: Matthew Fong

Items to be discussed

1. Login Update (by Philip Hoddinot)
2. Gameplay Update (by Matthew Fong)
3. Save game Update (by Kirththiga Murugupillai)
4. Highscore Update (by Yahya Azami)
5. Discuss about the demo
6. Finalize Gantt Chart
7. Assign roles for next meeting

Meeting Minutes

Date and location:

- Friday October 31, 2014 at 4:30pm
- FDA Computer Lab

Meeting Facilitator: Matthew Fong
Minute Taker: Yahya Azami
Time keeper: Kirththiga Murugupillai

Members present:

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

1. **Approval of the agenda** (1min)
    - Motion: To approve the agenda
    - Proposed by: Matthew Fong
    - Vote: Passed unanimously

2. **Login Update** (5 min)
    - The login system should be done by the end of this weekend.
    - Philip will have to coordinate with Kirththiga for the implementation of the database as she is doing it.
    - Matthew mention that we should be able to delete users.
    - Philip will have to implement everything for the login system except saving data to the disk.

    - He expects the issue with the windows not closing will be solved once he gets a bit more familiar with Java Swing.
3. **Gameplay Update** (5 min)
    - Matthew is going to work on it during the weekend.
    - Yahya will help out. He suggests that Matthew and him meet at McGill to work on it.
    - Philip is available if extra help is needed.
    - Matthew mentions that we should slowly work on the main menu controller (super controller).
    - It has low priority as the rest of the packages need to be finished before needing it.
4. **Save game Update** (3 min)
    - Kirththiga has started working on it.
    - She is wondering whether we should use CSV or a data dump in a file.
    - Matthew prefers a data dump, but Yahya thinks CSV is a better alternative as documentation has already been provided by TAs on how to use it.
5. **Highscore Update** (2 min)
    - Yahya started working on it, but needs a bit more time to get used Java Swing.
    - He expects to have a working demo by the end of this weekend.
    - Yahya will have to coordinate with Krisththiga to implement the database component of the high score system.
6. **Discuss about the demo** (1 min)
    - Matthew plans to have it ready this weekend. Yahya will help him out. Both are open to additional input from the rest of the team.
7. **Finalize Gantt Chart** (2 min, only discussion)
    - We need to separate the tasks into packages, but other than that, Krisththiga has almost finished it.
8. **Assign roles for next meeting** (1 min)
    - **Meeting Facilitator:** Philip Hoddinot
    - **Minute Taker:** Kirththiga Murugupillai
    - **Time keeper:** Yahya Azami

(Total time: approx. 20 min)

ECSE 321 Team 7
October 31, 2014

Progress Report #1

Project Scheduling

Question 1

Part A, B:
The next two pages contain the task names with the dates, duration in days and resources. The pages after that contain the Gantt chart for the whole project duration.

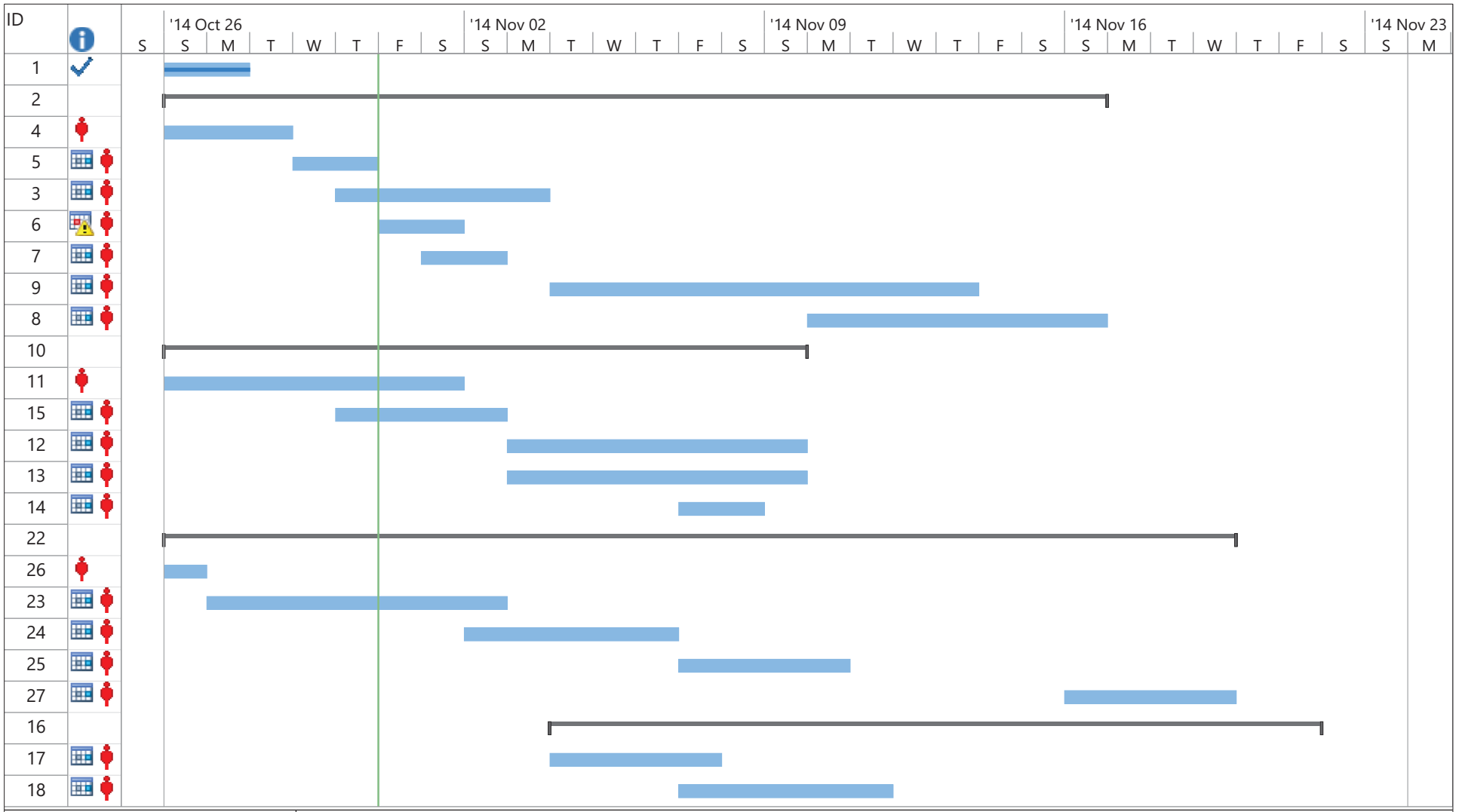
Part C:
The XML file (Gantt Chart Team 7.xml) is attached to this submission.

PartD:

Critical Path:
- Build Framework for Gameplay
- Movement of Bomberman
- Collision Detection
- Implement scoreRecord and HighScoreManager
- Implement remaining methods
- Implement mainmenu package
- Test MainMenu functionality
- Test all functionalities

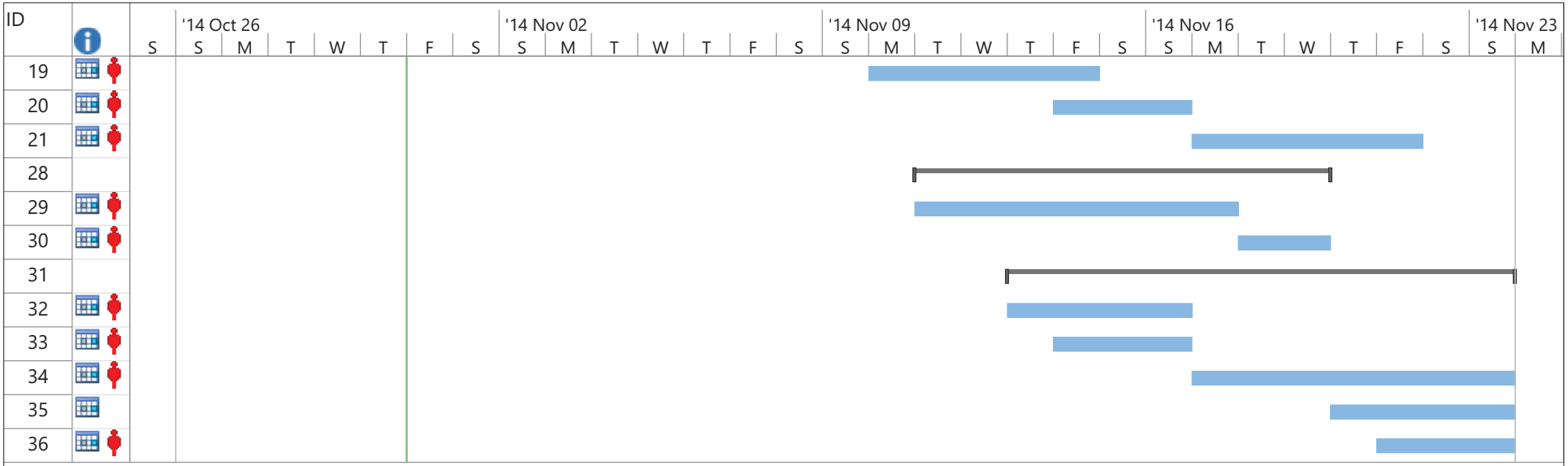
ID	Task Mode	Task Name	Duration	Start	Finish	Predec	Resource Names
1		UML Gameplay	2 days	Sun 14-10-26	Tue 14-10-28		Yahya Azami[50%
2		**Gameplay**	**22 days**	**Sun 14-10-26**	**Mon 14-11-17**		
4		Build Framework for	3 days	Sun 14-10-26	Wed 14-10-29		Matthew Fong
5		Movement of Bomb	2 days	Wed 14-10-29	Fri 14-10-31		Yahya Azami[25%
3		Prepare for Demo	5 days	Thu 14-10-30	Tue 14-11-04		Yahya Azami[25%
6		Collision Detection	2 days	Fri 14-10-31	Sun 14-11-02		Yahya Azami[25%
7		Test cases for demo	2 days	Sat 14-11-01	Mon 14-11-03		Yahya Azami[50%
9		Implement the other	10 days	Tue 14-11-04	Fri 14-11-14		Matthew Fong
8		Implement pauseMe	7 days	Mon 14-11-10	Mon 14-11-17		Yahya Azami[50%
10		**Login System**	**15 days**	**Sun 14-10-26**	**Mon 14-11-10**		
11		Implement a GUI for	7 days	Sun 14-10-26	Sun 14-11-02		Philip Hoddinot
15		Database	4 days	Thu 14-10-30	Mon 14-11-03		Kirththiga Murugu
12		Login System Demo	7 days	Mon 14-11-03	Mon 14-11-10		Yahya Azami[25%
13		Implement login ma	7 days	Mon 14-11-03	Mon 14-11-10		Philip Hoddinot
14		Test cases for demo	2 days	Fri 14-11-07	Sun 14-11-09		Philip Hoddinot[7
22		**Highscore System**	**25 days**	**Sun 14-10-26**	**Thu 14-11-20**		
26		Test Highscore Syten	1 day	Sun 14-10-26	Mon 14-10-27		Yahya Azami[50%
23		Implement Highscor	7 days	Mon 14-10-27	Mon 14-11-03		Yahya Azami
24		Implement scoreRec	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
27		Database	4 days	Sun 14-11-16	Thu 14-11-20		Kirththiga Murugu
16		**Save game System**	**18 days**	**Mon 14-11-03**	**Sat 14-11-22**		
17		Implement Save Gan	4 days	Mon 14-11-03	Fri 14-11-07		Kirththiga Murugu
18		Implement save gam	5 days	Fri 14-11-07	Wed 14-11-12		Kirththiga Murugu
19		Implement SaveGam	5 days	Mon 14-11-10	Sat 14-11-15		Kirththiga Murugu
20		Test Save game	3 days	Fri 14-11-14	Mon 14-11-17		Kirththiga Murugu
21		Database	5 days	Mon 14-11-17	Sat 14-11-22		Kirththiga Murugu
28		**MainMenu System**	**9 days**	**Tue 14-11-11**	**Thu 14-11-20**		
29		Implement mainmer	7 days	Tue 14-11-11	Tue 14-11-18		Yahya Azami[25%
30		Test MainMenu func	2 days	Tue 14-11-18	Thu 14-11-20		Yahya Azami[25%
31		**Integration**	**11 days**	**Thu 14-11-13**	**Mon 14-11-24**		

ID	Task Mode	Task Name	Duration	Start	Finish	Predec	Resource Names
32		Integrate gameplay a	4 days	Thu 14-11-13	Mon 14-11-17		Matthew Fong,Ph
33		Implement test case:	3 days	Fri 14-11-14	Mon 14-11-17		Yahya Azami[25%
34		Integrate all the com	7 days	Mon 14-11-17	Mon 14-11-24		Matthew Fong[50
35		Test all the functiona	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: Gantt Chart Team 7
Date: Fri 14-10-31

Task	Inactive Summary	External Tasks
Split	Manual Task	External Milestone
Milestone	Duration-only	Deadline
Summary	Manual Summary Rollup	Progress
Project Summary	Manual Summary	Manual Progress
Inactive Task	Start-only	
Inactive Milestone	Finish-only	



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Project Summary		Manual Summary		Manual Progress	
Inactive Task		Start-only			
Inactive Milestone		Finish-only			