

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			Gameplay	22 days	Sun 14-10-26	Mon 14-11-17		
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 Bomk	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 demc	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 othc	10 days	Tue 14-11-04	Fri 14-11-14		Matthew Fong
10			Login System	15 days	Sun 14-10-26	Mon 14-11-10		
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 mc	7 days	Mon 14-11-03	Mon 14-11-10		Philip Hoddinot[7
14			Test cases for demc	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 Murugu
16			Save game System	18 days	Mon 14-11-03	Sat 14-11-22		
17			Implement Save Ga	4 days	Mon 14-11-03	Fri 14-11-07		Kirththiga Murugu
18			Implement save gar	5 days	Fri 14-11-07	Wed 14-11-12		Kirththiga Murugu
19			Implement SaveGar	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
22			Highscore System	25 days	Sun 14-10-26	Thu 14-11-20		
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 remaini	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 Murugu
28			MainMenu System	9 days	Tue 14-11-11	Thu 14-11-20		
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			Integration	11 days	Thu 14-11-13	Mon 14-11-24		

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 cas	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 functio	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%

