

Progress Report #2

Visual Output of Gantt Chart

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

Summary of Current Status

- Everyone is on track with their tasks, 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 7.xml) is attached to this submission.

Agenda

Date and location:

- Friday November 7, 2014 at 4:30pm
- FDA Computer Lab

Meeting Facilitator: Philip Hoddinot

Items to be discussed

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

Meeting Minutes

Date and location:

- Friday November 7, 2014 at 4:30pm
- FDA Computer Lab

Meeting Facilitator: Philip Hoddinot

Minute Taker: Kirththiga Murugupillai

Time keeper: Yahya Azami

Members present:

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

1. Approval of the agenda (1 min)

- Motion: To approve the agenda.
- Proposed by: Philip Hoddinot
- Vote: Passed unanimously

2. Compare prototypes (10 min)

- Phil completed the loginSystem, and is almost ready for the demo. However, there are a couple of glitches he needs to fix in newAccount and check the password specification.
- Kirththiga completed the CSVreader and CSVwriter for the loginSystem, and added deleteAccount for the loginSystem. However, a glitch needs to be fixed when deleting the accounts from the CSV file.

- Kirththiga has started working on the savingGame system, and she has the menu view for save and load game. She is still implementing the serialization and deserialization of objects for the savingGame system.
- Matthew proposed to Philip that he should be using JPanel instead of JFrame for the loginSystem.
- Yahya completed most of the highScore system, and showed the menu view of the highScore. The database portion was not completed, and he will coordinate with Kirththiga for the implementation of the database for the highScore system.
- Matthew completed certain Gameplay features such as collision detection, implementation of upgrades, and placing bombs. He is going to write the test cases for these features during the next week, and work on other gameplay features.

3. Look into integration and testing (2 min)

- Philip will take care of integrating the different components, since he is in charge of the loginSystem. He will coordinate with the other team members during the integration process.
- Everyone is going to write test cases for their own systems starting this week, so that it helps with integration.

4. Discuss about the demo (1 min)

- Philip and Kirththiga will fix the glitch in deleting users from the CSV file, and the other glitches before the demo.
- Philip wants to modify the appearance of the login menu.

5. Update Gantt Chart (2 min)

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


















































6. Help with Git (3 min)












- Matthew was helping the team members how to use git properly, and giving a few pointers.

7. Assign roles for next meeting (1 min)

- **Meeting Facilitator:** Yahya Azami
- **Minute Taker:** Matthew Fong
- **Time keeper:** Philip Hoddinot

(Total time: approx. 20 min)

ID		Task Mode	Task Name	Duration	Start	Finish	Prede	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	2 days	Sat 14-11-01	Mon 14-11-03		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 case	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%

