

## **Progress Report #4**

### **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 behind on our tasks this week, and this can be seen from the Gantt Chart.
- We have modified it to take the above into account.
- 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 21.xml) is attached to this submission.

## Agenda

### Date and location:

- Friday November 21, 2014 at 4:30pm
- FDA Computer Lab

**Meeting Facilitator:** Kirththiga Murugupillai

### Items to be discussed

1. Compare prototypes
2. Status on integration and testing
3. Look into documentation and commenting code
4. Discuss about the final demo
5. Update Gantt Chart
6. Assign roles for next meeting

## Meeting Minutes

### Date and location:

- Friday November 21, 2014 at 4:30pm
- FDA Computer Lab

**Meeting Facilitator:** Kirththiga Murugupillai

**Minute Taker:** Yahya Azami

**Time keeper:** Matthew Fong

### Members present:

- Kirththiga Murugupillai
- Matthew Fong
- Yahya Azami

### Member absent:

- Philip Hoddinot (Here via git commit -m "Funny Git comments")

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































































- Motion: To approve the agenda.
- Proposed by: Kirththiga Murugupillai
- Vote: Passed unanimously

### 2. Prototypes discussion (10 min)

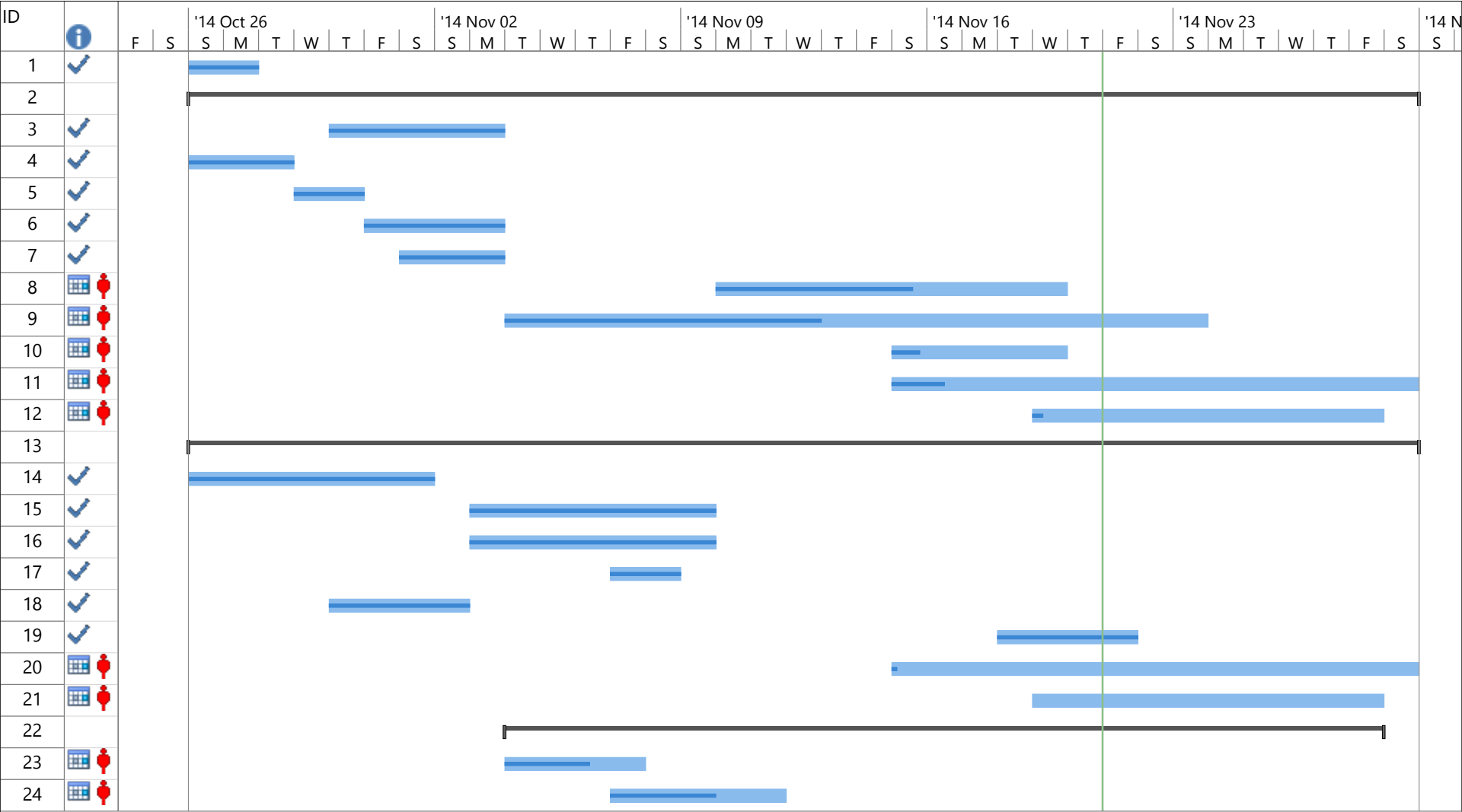
- Login system is 95% done (some kinks need to be ironed out)
- Kirththiga is going to try and reimplement parts of the save game system
- High score is 60% done (needs to be linked with database)
- Gameplay is about 60% done (mob characters, levels and AI need to be fully implemented)
- On the same note: we have to prevent bombs from stacking one on top of each other

- Pause menu is 90% done (still need to link it with the database)
- We will have a mini-hackathon this Saturday to work on everything
- 3. Status on integration and testing (3 min)**
  - We are not yet finished with all the individual components, we will work on it this Saturday.
- 4. Look into documentation and commenting code (1 min)**
  - We already started gameplay. Need alt+shit+J to create a Javadoc (takes, returns, does this)
- 5. Discuss about the final demo (1 min)**
  - We are going to test the use cases this weekend.
- 6. 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.
- 7. Assign roles for next meeting (1 min)**
  - **Meeting Facilitator:** Matthew Fong
  - **Minute Taker:** Philip Hoddinott
  - **Time keeper:** Kirththiga Murugupillai

(Total time: approx. 20 min)

Gantt Chart Team7_Nov 21					
ID		Task Name	Duration	Start	Finish
1		UML Gameplay	2 days	Sun 14-10-26	Tue 14-10-28
2		<b>Gameplay</b>	<b>35 days</b>	<b>Sun 14-10-26</b>	<b>Sun 14-11-30</b>
3		Prepare for Demo	5 days	Wed 14-10-29	Mon 14-11-03
4		Build Framework for Gameplay	3 days	Sun 14-10-26	Wed 14-10-29
5		Movement of Bomberman	2 days	Wed 14-10-29	Fri 14-10-31
6		Collision Detection	4 days	Thu 14-10-30	Mon 14-11-03
7		Test cases for demo feature	3 days	Sat 14-11-01	Tue 14-11-04
8	 	Implement pauseMenu	10 days	Mon 14-11-10	Thu 14-11-20
9	 	Implement the other remain	20 days	Tue 14-11-04	Mon 14-11-24
10	 	Implement AI methods	5 days	Sat 14-11-15	Thu 14-11-20
11	 	Test cases for Gameplay sys	15 days	Sat 14-11-15	Sun 14-11-30
12	 	Documentation and Javadoc	10 days	Wed 14-11-19	Sat 14-11-29
13		<b>Login System</b>	<b>35 days</b>	<b>Sun 14-10-26</b>	<b>Sun 14-11-30</b>
14		Implement a GUI for Login S	7 days	Sun 14-10-26	Sun 14-11-02
15		Login System Demo	7 days	Mon 14-11-03	Mon 14-11-10
16		Implement login manager a	7 days	Mon 14-11-03	Mon 14-11-10
17		Test cases for demo feature	2 days	Fri 14-11-07	Sun 14-11-09
18		Database	4 days	Thu 14-10-30	Mon 14-11-03
19		Reimplemented some meth	4 days	Tue 14-11-18	Sat 14-11-22
20	 	Test cases for Login System	15 days	Sat 14-11-15	Sun 14-11-30
21	 	Documentation and Javadoc	10 days	Wed 14-11-19	Sat 14-11-29
22		<b>Save game System</b>	<b>25 days</b>	<b>Mon 14-11-03</b>	<b>Sat 14-11-29</b>
23	 	Implement Save Game	4 days	Mon 14-11-03	Fri 14-11-07
24	 	Implement save game man	5 days	Fri 14-11-07	Wed 14-11-12
25	 	Implement SaveGameMenu	5 days	Mon 14-11-10	Sat 14-11-15
26	 	Test cases for Save game fe	15 days	Fri 14-11-14	Sat 14-11-29
27	 	Database	7 days	Mon 14-11-17	Mon 14-11-24
28	 	Documentation and Javadoc	10 days	Wed 14-11-19	Sat 14-11-29
29		<b>Highscore System</b>	<b>33 days</b>	<b>Mon 14-10-27</b>	<b>Sat 14-11-29</b>
30	 	Implement Highscore syst	7 days	Mon 14-10-27	Mon 14-11-03
31	 	Implement scoreRecord anc	5 days	Sun 14-11-02	Fri 14-11-07
32	 	Implement remaining meth	16 days	Fri 14-11-07	Sun 14-11-23
33	 	HighScore Menu View and F	3 days	Thu 14-11-06	Sun 14-11-09
34	 	Test cases for Highscore Sys	10 days	Wed 14-11-19	Sat 14-11-29
35	 	Database	4 days	Sun 14-11-16	Thu 14-11-20
36	 	Documentation and Javadoc	10 days	Wed 14-11-19	Sat 14-11-29
37		<b>MainMenu System</b>	<b>12 days</b>	<b>Tue 14-11-11</b>	<b>Sun 14-11-23</b>
38	 	Implement mainmenu pack	12 days	Tue 14-11-11	Sun 14-11-23
39	 	Test MainMenu functionalit	5 days	Tue 14-11-18	Sun 14-11-23
40		<b>Integration</b>	<b>11 days</b>	<b>Thu 14-11-13</b>	<b>Mon 14-11-24</b>
41		Integrate gameplay and logi	4 days	Thu 14-11-13	Mon 14-11-17
42	 	Implement test cases for th	3 days	Fri 14-11-14	Mon 14-11-17
43	 	Integrate all the component	7 days	Mon 14-11-17	Mon 14-11-24





Project: Gantt Chart Team7\_No  
Date: Fri 14-11-21

Task

Split

Milestone

Summary

Project Summary

Inactive Task

Inactive Milestone

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Inactive Summary

Manual Task

Duration-only

Manual Summary Rollup

Manual Summary

Start-only

Finish-only

External Tasks

External Milestone

Deadline

Progress

Manual Progress

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