http://

Project manager Jason

Project dates 10-Sep-2018 - 7-Dec-2018

Completion0%Tasks80Resources3

Tasks

Name	Begin date	End date
Team Formation	10/09/18	12/09/18
Project Approval	13/09/18	20/09/18
Problem Statement	18/09/18	21/09/18
Development Plan	22/09/18	28/09/18
Communication Plan & Team Member roles	22/09/18	28/09/18
Coding Style	22/09/18	28/09/18
Git Workflow	22/09/18	28/09/18
Technology	22/09/18	28/09/18
Gantt Chart	22/09/18	28/09/18
Proof Of Concept	22/09/18	28/09/18
Modules & Menues	22/09/18	28/09/18
Third Party Tools	22/09/18	28/09/18
Team meeting Plan	22/09/18	28/09/18
Feasability	22/09/18	28/09/18
Architecture	22/09/18	28/09/18
Development Plan Completed	28/09/18	28/09/18
Requirements Document Revision 0	29/09/18	05/10/18
Purpose of Project	29/09/18	05/10/18
Naming Conventions and Terminology	29/09/18	05/10/18
The Scope of the Work and the Product	29/09/18	05/10/18
New Problems	29/09/18	05/10/18
Risks	29/09/18	05/10/18
Stakeholders	29/09/18	05/10/18
Client	29/09/18	05/10/18
Customers	29/09/18	05/10/18
Other Stakeholders	29/09/18	05/10/18
Context of the Work	29/09/18	05/10/18

3

Tasks

Name	Begin date	End date	
Off-the-Shelf Solutions	29/09/18	05/10/18	
Document and Training	29/09/18	05/10/18	
Mandated Constraints	29/09/18	05/10/18	
Relevant Facts and Assumptions	29/09/18	05/10/18	
Work Partitioning	29/09/18	05/10/18	
Open Issues	29/09/18	05/10/18	
Tasks	29/09/18	05/10/18	
Costs	29/09/18	05/10/18	
SRS Doc Completed	05/10/18	05/10/18	
Becoming Familiar with our Chosen Coding Style	05/10/18	06/10/18	
Refresher of JavaScript Language	05/10/18	08/10/18	
Development of Source Code First Draft	06/10/18	10/11/18	
canvas environment and index.html created	06/10/18	06/10/18	
Player ship created	06/10/18	09/10/18	
bullet for ship created	10/10/18	12/10/18	
pregame, pause states created	12/10/18	14/10/18	
asteroasteroids created ids created	16/10/18	20/10/18	
endgame state creted	20/10/18	23/10/18	
mute added	23/10/18	24/10/18	
on screen pop ups	25/10/18	31/10/18	
alien created	04/11/18	10/11/18	
Modularization of code	18/10/18	20/10/18	
utilities module	18/10/18	20/10/18	
game object modle	18/10/18	20/10/18	
gamestate module	18/10/18	20/10/18	
sound module	18/10/18	20/10/18	

Gantt Chart

Tasks

head module 18/10/18 20/10/18 Proof of Concept Demonstration 19/10/18 19/10/18 Learning Testing Framework 12/10/18 14/10/18 Test Plan Revision 0 16/10/18 24/10/18 Test Plan Rev0 Completed 26/10/18 26/10/18 Testing Schedule 02/11/18 21/11/18 Functional Requirement Tests 02/11/18 09/11/18 Pre-game state tests 02/11/18 09/11/18 Playing State tests 02/11/18 09/11/18 Post-game state tests 02/11/18 09/11/18 Post-game state tests 04/11/18 05/11/18 Non-Functional Requirement Tests 08/11/18 12/11/18 Usability and Style 08/11/18 12/11/18 Usability and Style 08/11/18 12/11/18 Internal Requirements 08/11/18 12/11/18 Poc Tests 16/11/18 16/11/18 Browser compatability Tests 16/11/18 16/11/18 Code Coverage Tests 17/11/18 19/11/18 Testing Complete 22/11	Name	Begin date	End date	
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Final Documentation (Revision 1) 21/11/18 06/12/18	Final Demonstration (Revision 1)	16/11/18	28/11/18	
·	Final Demonstration (Revision 1) Completed	28/11/18	28/11/18	
Final Documentation (Revision 1) Completed 06/12/18 06/12/18	Final Documentation (Revision 1)	21/11/18	06/12/18	
	Final Documentation (Revision 1) Completed	06/12/18	06/12/18	

4

9-Nov-2018

Tasks

Name	Begin date	End date
Peer Eval of Other Teams Final Demo	28/11/18	30/11/18

5

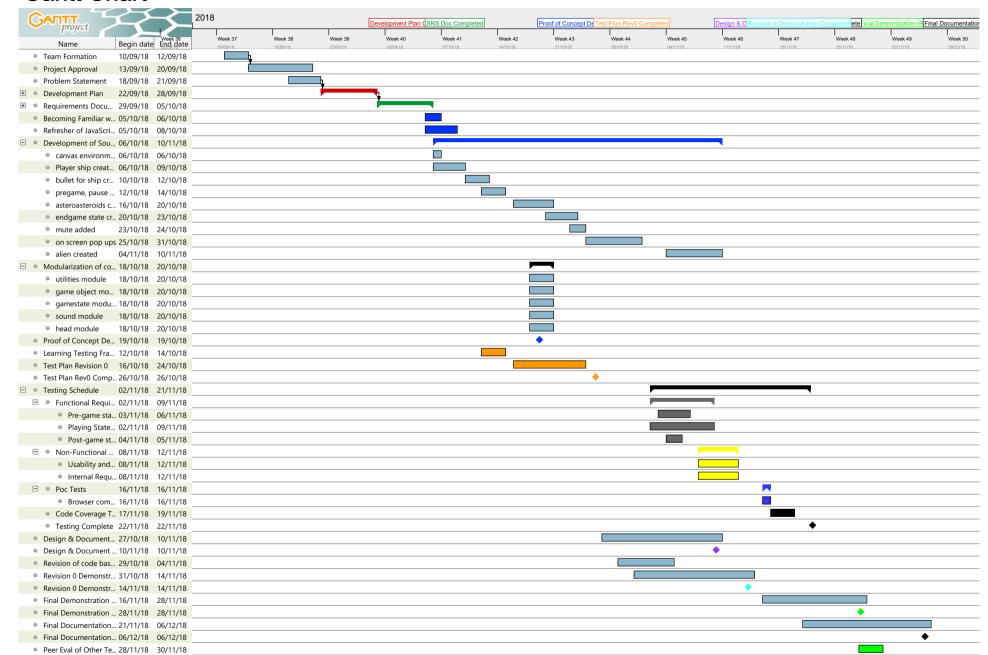
6

Resources

Name	Default role
Moziah	developer
Eoin	developer
Jason	project manager

7

Gantt Chart



8

Resources Chart

GANTT	2018				Development Plan (SRS Doc Completed	Pro	oof of Concept D	Test Plan Rev0 C	Completed	Design & D Re	vision 0 Demonstration	Completed ete Final	Demonstration (R Fi	nal Documentation	
Name	Default role	Week 37	Weel	k 38 /18	Week 39 23/09/18	Week 40 30/09/18	Week 41 07/10/18	Week 42 14/10/18	Week 43 21/10/18	Week 44 28/10/18	Week 45 04/11/18	Week 46	Week 47	Week 48 25/11/18	Week 49 02/12/18	Week 50 09/12/18
± ● Moziah	developer		33%	67%	50%	60%	45% 28%	65% 45% 55%	45% 2	5%	95% 75%					
⊕ • Eoin	developer		33%	67%	40%	50%	50% 45%	30% 65% 75%	50% 3	0%	45% 95	% 50%				
	project manager		33%	67%	50%	60%	55% 45% 6	8% 65% 95%	67% 5	0%	45% 65% 45%		30%			