

Gantt Chart

9-Nov-2018

<http://>

Project manager

Jason

Project dates

10-Sep-2018 - 7-Dec-2018

Completion

0%

Tasks

83

Resources

3

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

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
asteroids created	16/10/18	20/10/18
endgame state created	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
Constants added	18/10/18	20/10/18
game object module	18/10/18	20/10/18
Base game object created for common characteristics amongst all others	18/10/18	20/10/18

Tasks

Name	Begin date	End date
gamestate module	18/10/18	20/10/18
State machine created with states, as well as update function	18/10/18	20/10/18
sound module	18/10/18	20/10/18
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	03/11/18	06/11/18
Playing 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
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	22/11/18	22/11/18
Design & Documentation Revision 0	27/10/18	10/11/18
Design & Document Revision 0 Completed	10/11/18	10/11/18
Revision of code based on Unit Tests	29/10/18	04/11/18
Revision 0 Demonstration	31/10/18	14/11/18
Revision 0 Demonstration Completed	14/11/18	14/11/18
Final Demonstration (Revision 1)	16/11/18	28/11/18

Tasks

Name	Begin date	End date
Final Demonstration (Revision 1) Completed	28/11/18	28/11/18
Final Documentation (Revision 1)	21/11/18	06/12/18
Final Documentation (Revision 1) Completed	06/12/18	06/12/18
Peer Eval of Other Teams Final Demo	28/11/18	30/11/18

Resources

Name	Default role
Moziah	developer
Eoin	developer
Jason	project manager



