Gantt Chart

Project manager	Jason
Project dates	10-Sep-2018 - 6-Dec-2018
Completion	99%
Tasks	92
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
100	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 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
Constants added	18/10/18	20/10/18
game object modle	18/10/18	20/10/18
Base game object created for common characteristics amognst 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	02/11/18	08/11/18
MG	02/11/18	05/11/18
MIS	05/11/18	08/11/18
Design & Document Revision 0 Completed	09/11/18	09/11/18
Revision of code based on testing	10/11/18	16/11/18

Tasks

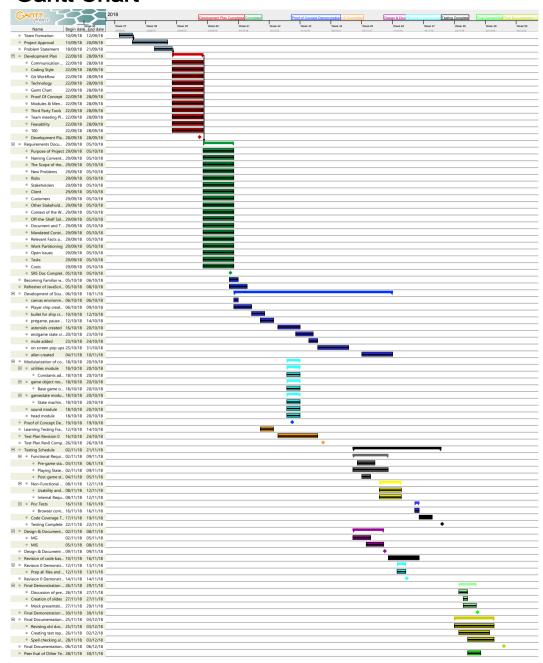| Name	Begin date	End date
Revision 0 Demonstration	12/11/18	13/11/18
Prep all files and game for easy access	12/11/18	13/11/18
Revision 0 Demonstration Completed	14/11/18	14/11/18
Final Demonstration (Revision 1)	26/11/18	29/11/18
Discussion of presentation plan	26/11/18	27/11/18
Creation of slides	27/11/18	27/11/18
Mock presentation runthroughs	27/11/18	29/11/18
Final Demonstration (Revision 1) Completed	30/11/18	30/11/18
Final Documentation (Revision 1)	25/11/18	03/12/18
Revising old documents to reflect development changes	25/11/18	03/12/18
Creating test report	26/11/18	02/12/18
Spell checking all documetns	28/11/18	03/12/18
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

Gantt Chart

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Team Formation	10/09/18	12/09/18
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Development Pla...	28/09/18	28/09/18
Requirements Docu...	29/09/18	05/10/18
Purpose of Project	29/09/18	05/10/18
Naming Convent...	29/09/18	05/10/18
The Scope of the...	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
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Other Stakehold...	29/09/18	05/10/18
Context of the W...	29/09/18	05/10/18
Off-the-Shelf Sol...	29/09/18	05/10/18
Document and T...	29/09/18	05/10/18
Mandated Const...	29/09/18	05/10/18
Relevant Facts a...	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 Complet...	05/10/18	05/10/18
Becoming Familiar w...	05/10/18	06/10/18
Refresher of JavaScri...	05/10/18	08/10/18
Development of Sou...	06/10/18	10/11/18
canvas environm...	06/10/18	06/10/18
Player ship creat...	06/10/18	09/10/18
bullet for ship cr...	10/10/18	12/10/18
pregame, pause ...	12/10/18	14/10/18
asteroids created	16/10/18	20/10/18
endgame state cr...	20/10/18	23/10/18
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Base game o...	18/10/18	20/10/18
gamestate modu...	18/10/18	20/10/18
State machin...	18/10/18	20/10/18
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head module	18/10/18	20/10/18
Proof of Concept De...	19/10/18	19/10/18
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Non-Functional ...	08/11/18	12/11/18
Usability and...	08/11/18	12/11/18
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MG	02/11/18	05/11/18
MIS	05/11/18	08/11/18
Design & Document...	09/11/18	09/11/18
Revision of code bas...	10/11/18	16/11/18
Revision 0 Demonstr...	12/11/18	13/11/18
Prep all files and ...	12/11/18	13/11/18
Revision 0 Demonstr...	14/11/18	14/11/18
Final Demonstration ...	26/11/18	29/11/18
Discussion of pre...	26/11/18	27/11/18
Creation of slides	27/11/18	27/11/18
Mock presentati...	27/11/18	29/11/18
Final Demonstration ...	30/11/18	30/11/18
Final Documentation	25/11/18	03/12/18
Revising old doc...	25/11/18	03/12/18
Creating test rep...	25/11/18	02/12/18
Spell checking al...	28/11/18	03/12/18
Final Documentation...	06/12/18	06/12/18
Peer Eval of Other Te...	28/11/18	30/11/18

Name	Default role	Week 36

2018

Development Plan Completed | Completed | Proof of Concept Demonstration | ev0 Completed | Design & Doc | Revision 0 Demonstrat | Testing Complete | Final Demonstrat | Final Documentation (F

		Week 37 09/09/18	Week 38 16/09/18	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 11/11/18	Week 47 18/11/18	Week 48 25/11/18	Week 49 02/12/18	Week 50 09/12/18
⊞ ● Moziah	developer	33%	67%	50%	60%	65% 28%	65% 45% 65%	45% 25%		70% 60%	5%	5%	35%		
⊞ ● Eoin	developer	33%	67%	40%	50%	50% 45%	30% 65% 85%	50% 30%		45% 60%	10%	5%	20% 15%		
⊞ ● Jason	project manager	33%	67%	50%	60%	55% 45%	62% 65% 95%	68% 50%		60% 60%	15% 10%	5%	30% 25%		