2016

**Monde Mcongwana/ Thabo Khanyile**

**CSC1011H**



Project Plan

The Battleship game plan with every task that needs to be done to complete the project. Since the project is to be done in pairs, tasks will divided but some of the parts we will be working on them together.

The plan provides the starting and the end date(***with time duration***) for each task. It is extremely important to have a plan as it will help in managing time and getting the job done in time, this will prevent working over hours.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***#*** | ***Task*** | ***who*** | ***Start Date*** | ***End Date*** | ***Duration(hours)*** | ***Completed***  ***(tick)*** |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
| ***Assignment 7*** | **Text-based client** | Monde And Thabo | 11/04/2016 | 17/04/2016 | 26 |  |  |
|  | display\_board() method | Monde | 11/04/2016 | 11/04/2016 | 2 |  |  |
|  | handle\_message() method (start of definition) | Monde | 11/04/2016 | 12/04/2016 | 3 |  |  |
|  | handle\_message() method - new game | Thabo | 11/04/2016 | 12/04/2016 | 3 |  |  |
|  | handle\_message() method - valid move | Thabo | 14/04/2016 | 14/04/2016 | 2 |  |  |
|  | handle\_message() method - invalid move | Thabo | 14/04/2016 | 14/04/2016 | 2 |  |  |
|  | handle\_message() method - your move | Monde | 14/04/2016 | 14/04/2016 | 3 |  |  |
|  | handle\_message() method - opponents move | Monde | 15/04/2016 | 15/04/2016 | 3 |  |  |
|  | handle\_message() method - game over | Thabo | 15/04/2016 | 15/04/2016 | 3 |  |  |
|  | handle\_message () method - play again | Monde | 16/04/2016 | 16/04/2016 | 3 |  |  |
|  | handle\_message() method - exit | Thabo | 16/04/2016 | 16/04/2016 | 2 |  |  |
|  |  |  |  |  |  |  |  |
| ***Assignment 8*** | **GUI Prototype** | Monde And Thabo | 18/04/2016 | 24/04/2016 | 24 |  |  |
|  |  |  |  |  |  |  |  |
|  | Low-fidelity prototype | Monde And Thabo | 18/04/2016 | 18/04/2016 | 5 |  |  |
|  | Window / Frame opens up | Thabo | 21/04/2016 | 21/04/2016 | 3 |  |  |
|  | Window / Frame closes properly | Thabo | 21/04/2016 | 21/04/2016 | 2 |  |  |
|  | GUI resizes | Monde | 18/04/2016 | 18/04/2016 | 2 |  |  |
|  | Text field and label for the server name | Monde | 22/04/2016 | 22/04/2016 | 3 |  |  |
|  | Connect / Disconnect button | Thabo | 22/04/2016 | 22/04/2016 | 2 |  |  |
|  | Quit / Exit button | Thabo | 23/04/2016 | 23/04/2016 | 1 |  |  |
|  | Well laid out game board | Monde | 23/04/2016 | 23/04/2016 | 2 |  |  |
|  | Text area for messages from the server | Monde | 23/04/2016 | 23/04/2016 | 2 |  |  |
|  | GUI Design | Monde And Thabo | 23/04/2016 | 23/04/2016 | 2 |  |  |
|  |  |  |  |  |  |  |  |
| ***Assignment 9*** | **Final System** | Monde and Thabo | 25/04/2016 | 01/05/2016 | 23 |  |  |
|  |  |  |  |  |  |  |  |
|  | User Testing questionaires (5\*8) | Thabo And Monde | 25/04/2016 | 25/04/2016 | 5 |  |  |
|  | Both clients connect to the server | Monde and Thabo | 28/04/2016 | 28/04/2016 | 5 |  |  |
|  |  |  |  |  |  |  |  |
|  | Handle "new game" message | Thabo | 30/04/2016 | 30/04/2016 | 2 |  |  |
|  | play\_loop() in separate thread | Thabo And Monde | 29/04/2016 | 29/04/2016 | 5 |  |  |
|  | GUI Design and implementation | Thabo And Monde | 30/04/2016 | 30/04/2016 | 6 |  |  |
|  |  |  |  |  |  |  |  |
| ***Assignment 10*** | **Final System beta** | Monde And Thabo | 02/05/2016 | 09/05/2016 |  |  |  |
|  |  |  |  |  |  |  |  |
|  | Code | Monde And Thabo | 02/05/2016 | 02/05/2016 | 4 |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  | GUI Design and implementation | Monde And Thabo | 05/05/2016 | 06/05/2016 | 3 |  |  |
|  | Testing |  |  |  |  |  |  |
|  | Nerd Zone |  |  |  | ? |  |  |
|  |  |  |  |  |  |  |  |
| ***Assignment 11*** | **Final Report** | Monde And Thabo | 09/05/2016 | 16/05/2016 | 24 |  |  |
|  |  |  |  |  |  |  |  |
|  | Title page, section headings, page no’s | Monde | 09/05/2016 | 09/05/2016 | 2 |  |  |
|  | Table of Contents | Monde | 09/05/2016 | 09/05/2016 | 2 |  |  |
|  | Introduction | Thabo | 09/05/2016 | 09/05/2016 | 2 |  |  |
|  | Project Management: Project plan | Monde And Thabo | 12/05/2016 | 13/05/2016 | 1 |  |  |
|  | Project Management: Team Work | Monde And Thabo | 12/05/2016 | 13/05/2016 | 2 |  |  |
|  | Design: Messaging Protocol | Monde And Thabo | 14/05/2016 | 14/05/2016 | 2 |  |  |
|  | Design: GUI Design | Monde And Thabo | 14/05/2016 | 14/05/2016 | 3 |  |  |
|  | Implementation | Monde And Thabo | 14/05/2016 | 14/05/2016 | 2 |  |  |
|  | Testing: User Evaluation & System Correctness | Monde and Thabo | 14/05/2016 | 14/05/2016 | 3 |  |  |
|  | Future Work | Monde And Thabo | 15/05/2016 | 15/05/2016 | 2 |  |  |
|  | Conclusion | Monde And Thabo | 15/05/2016 | 15/05/2016 | 2 |  |  |
|  | Appendices | Thabo | 15/05/2016 | 15/05/2016 | 1 |  |  |