

GanttSchedule

18-Mar-2021

Dev^(enthusiasts)

http://gitlab.cas.mcmaster.ca/se_3xa3_l3g15/se_3xa3_project

Project manager

Project dates

25-Jan-2021 - 12-Apr-2021

Completion

36%

Tasks

43

Resources

3

Tasks

Name	Begin date	End date
Problem Statement	25/01/21	28/01/21
Introduce Problem	25/01/21	28/01/21
Problem Importance	25/01/21	28/01/21
Problem Context	25/01/21	28/01/21
Problem Statement Due	29/01/21	29/01/21
Development Plan	01/02/21	04/02/21
Meeting, Communication, and Workflow plan	01/02/21	04/02/21
Member Roles, POF Plan, and Technology	01/02/21	04/02/21
Coding Style, and Project Schedule and Review	01/02/21	04/02/21
Development Plan Due	05/02/21	05/02/21
Requirements Document	08/02/21	12/02/21
Project Drivers	08/02/21	12/02/21
Functional Requirements	08/02/21	12/02/21
Non-Functional Functional Requirements	08/02/21	12/02/21
Project Uses	08/02/21	12/02/21
Appendix	08/02/21	12/02/21
Requirements Document Due	13/02/21	13/02/21
Proof of Concept Demonstration	13/02/21	22/02/21
POF Demonstration Due	23/02/21	23/02/21
Test Plan	26/02/21	04/03/21
General Information & Plan	26/02/21	04/03/21
System Test Description	26/02/21	04/03/21
Unit Test Plan	26/02/21	04/03/21

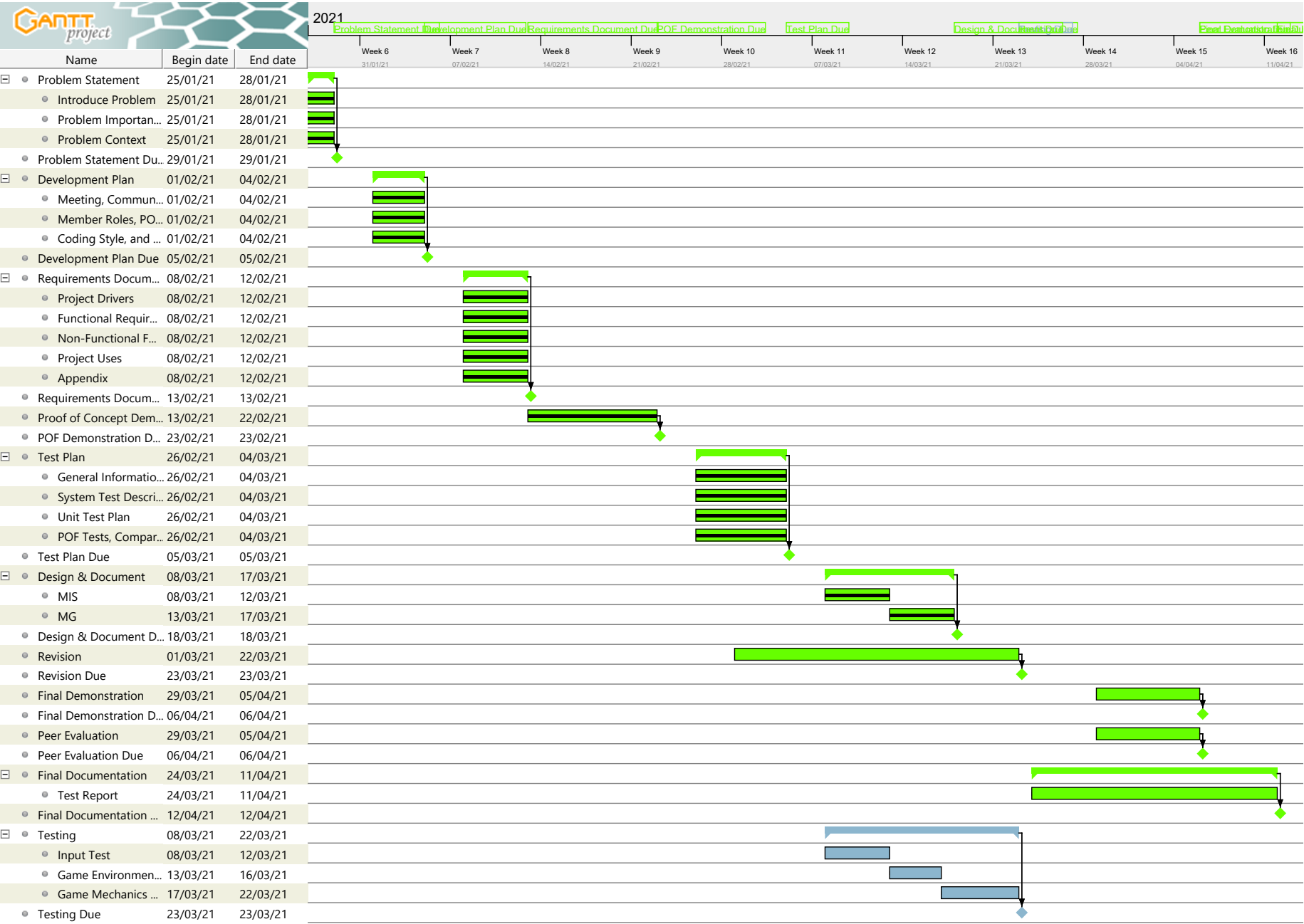
Tasks

Name	Begin date	End date
POF Tests, Comparison, & Appendix	26/02/21	04/03/21
Test Plan Due	05/03/21	05/03/21
Design & Document	08/03/21	17/03/21
MIS	08/03/21	12/03/21
MG	13/03/21	17/03/21
Design & Document Due	18/03/21	18/03/21
Revision	01/03/21	22/03/21
Revision Due	23/03/21	23/03/21
Final Demonstration	29/03/21	05/04/21
Final Demonstration Due	06/04/21	06/04/21
Peer Evaluation	29/03/21	05/04/21
Peer Evaluation Due	06/04/21	06/04/21
Final Documentation	24/03/21	11/04/21
Test Report	24/03/21	11/04/21
Final Documentation Due	12/04/21	12/04/21
Testing	08/03/21	22/03/21
Input Test	08/03/21	12/03/21
Game Environment Test	13/03/21	16/03/21
Game Mechanics Test	17/03/21	22/03/21
Testing Due	23/03/21	23/03/21

Resources

Name	Default role
Namit	undefined
Andrew	undefined
Jake	undefined

Gantt Chart



Resources Chart

