Team Send Help: Gantt Chart

10-Nov-2017

McMaster University

https://gitlab.cas.mcmaster.ca/truonv1/SendHelp_Snake_2.0

Project manager	
Project dates	29-Sep-2017 - 7-Dec-2017
Completion	0%
Tasks	30
Resources	3

This Gantt Chart outlines the recreation of the classic game Snake as our SE 3XA3 project.

Tasks

Name	Begin date	End date
(DevPlan) Sections 1 - 3	29/09/17	29/09/17
(DevPlan) Sections 4 - 6	29/09/17	29/09/17
(DevPlan) Sections 7 - 8	29/09/17	29/09/17
(SRS) Section 1 & 2	30/09/17	06/10/17
(SRS) Section 3	30/09/17	06/10/17
(SRS) Section 4	30/09/17	06/10/17
Proof of Concept Demonstration	07/10/17	19/10/17
Test Plan Revision 0	20/10/17	27/10/17
Sections 1, 2.1-2.4, 3.1, 4	20/10/17	27/10/17
Sections 2.5, 3.3, 5, 7	20/10/17	27/10/17
Sections 3.1.3, 3.2, 6	20/10/17	27/10/17
Testing	28/10/17	09/11/17
Test Menus	28/10/17	05/11/17
Test Map Change	28/10/17	06/11/17
Test Speed Modifications	28/10/17	31/10/17
Test Boundary Invincibility power-up	03/11/17	06/11/17
Test Performance	03/11/17	09/11/17
Test Memory Storage (high scores)	07/11/17	09/11/17
Design & Documentation Revision 0	28/10/17	10/11/17
(MG) Sections 1 - 6	28/10/17	10/11/17
(MG) Section 7	28/10/17	10/11/17
MIS	28/10/17	10/11/17
Revision 0 Demonstration	11/11/17	15/11/17
Implementation Final Dates	16/11/17	20/11/17

Tasks

Name	Begin date	End date
Power-ups (Speed up, slow down, collision immunity)	16/11/17	18/11/17
Menu	16/11/17	20/11/17
High Score board	16/11/17	17/11/17
Final Demonstration (Revision 1)	16/11/17	29/11/17
Peer Evaluation Final Demo	16/11/17	29/11/17
Final Documentation (Revision 1)	30/11/17	06/12/17

Resources

Name	Default role
Harrison Lau	Team Leader
George Mo	Developer 1
Vanessa Truong	Developer 2

Gantt Chart

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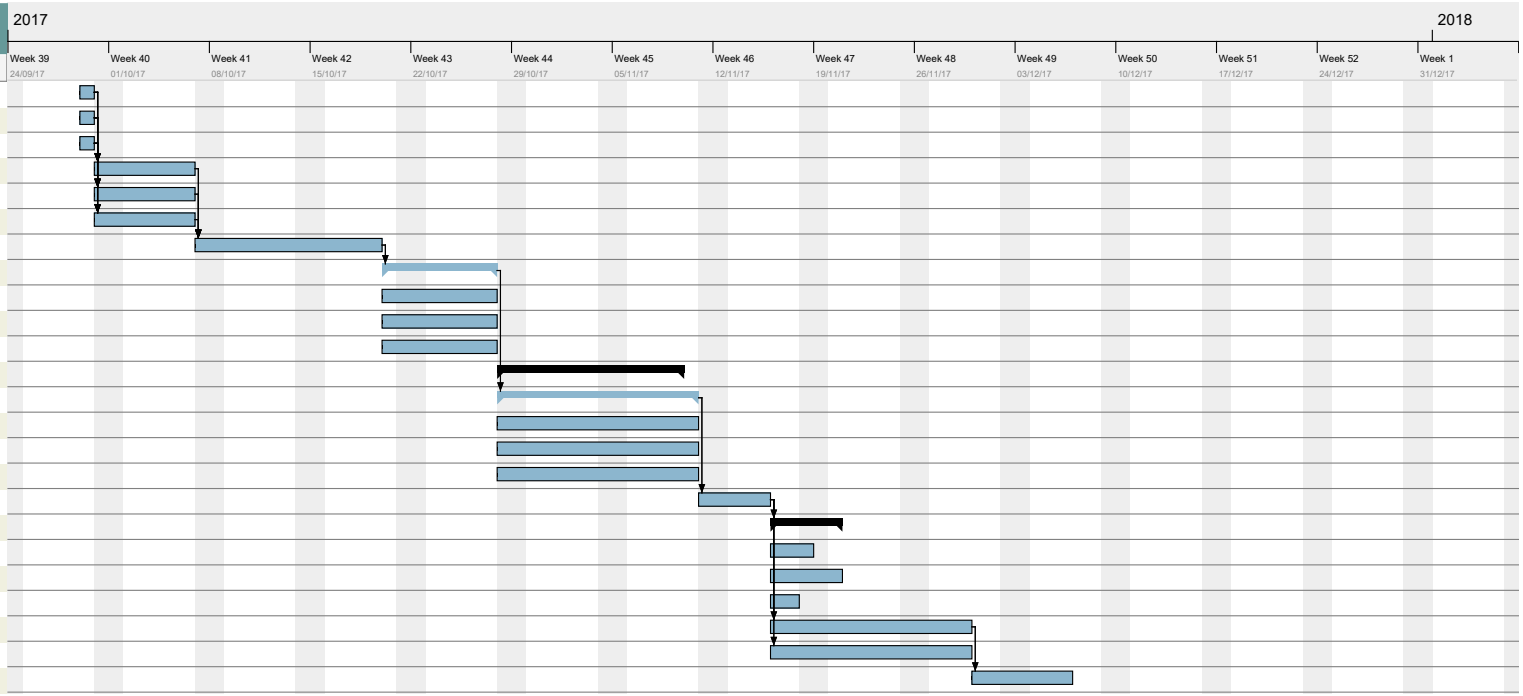
Final Documentation (Revision 1)	30/11/17	06/12/17



Resources Chart