zh aw School of Engineering

Project Management

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Document History			
Version	**Description**	**Date**	**Author**
1.0	Added team members and time capacity	20.10.2017	N. Eckhart
1.1	Added iteration planning for passed iterations #1 and #2.	21.10.2017	N. Eckhart
1.2	Created planning, task assignments and time estimations for iteration #3.	23.10.2017	N. Eckhart

1. Resources

PSIT3 is a 4-credit module which means each team member should work for a minimum of 120hrs throughout the semester. This brings us to a total capacity of 500hrs of man-hours for this project.

1.1.   Team Members

Name	Function	Email
Raphael Emberger	Team Leader / Developer	emberrap@students.zhaw.ch
Nicolas Eckhart	PM / Developer	eckhanic@students.zhaw.ch
Stephan Bösch	Developer	boescste@students.zhaw.ch
Philipp Meier	Developer	meierphi2@studnets.zhaw.ch

2. Iteration Planning

2.1.   Iteration #1

Iteration #1				
Inception Phase		25.09.2017	06.10.2017	
No.	**Task**	**Assignee**	**Expected Time [h]**	**Effective Time [h]**
1	Create Project Outline	Team	10hrs	11.5hrs
2	Identify Use Cases	Team	8hrs	6hrs
3	First Architecture determined	Team	4hrs	4hrs
4	Setup Development Environment	Team	4hrs	6hrs

2.2.   Iteration #2

Iteration #2				
Elaboration Phase		09.10.2017	20.10.2017	
No.	**Task**	**Assignee**	**Expected Time [h]**	**Effective Time [h]**
1	Detailed Analysis and formulation of all Use Cases	Team	16hrs	16hrs
2	Define Domain Model	R. Emberger	2hrs	1.5hrs
3	Create Project Analysis Document	Team	16hrs	14hrs

2.3.   Iteration #3

Iteration #3				
Elaboration Phase		23.10.2017	03.11.2017	
No.	**Task**	**Assignee**	**Expected Time [h]**	**Effective Time [h]**
1	Project Management	N. Eckhart	4hrs	
2	Finish Architecture Design based on previous sketches	S. Bösch	6hrs	
3	Create Class Diagram and define Class Responsibilities	R. Emberger	8hrs	
4	Create Interaction Diagrams	P. Meier	6hrs	
5	Create GUI Mockups and Description of the Game Interface	N. Eckhart	8hrs	
6	Update Glossary as needed	Team	2hrs	