Project Management

Table of Contents

[1. Iteration Planning 3](#_Toc496603435)

[1.1. Iteration #1 3](#_Toc496603436)

[1.2. Iteration #2 3](#_Toc496603437)

[1.3. Iteration #3 4](#_Toc496603438)

|  |  |  |  |
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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 |
| 1.3 | Created planning, task assignments and time estimations for iteration #4. | 06.11.2017 | N. Eckhart |

# 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.

## Team Members

|  |  |  |
| --- | --- | --- |
| Name | Function | Email |
| Raphael Emberger | Team Leader / Developer | [emberrap@students.zhaw.ch](mailto:emberrap@students.zhaw.ch) |
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| Stephan Bösch | Developer | [boescste@students.zhaw.ch](mailto:boescste@students.zhaw.ch) |
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# Iteration Planning

## 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 |

## 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 |

## 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 | |  |

## Iteration #4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Iteration #4 | | | | | |
| **Elaboration Phase** | | 06.11.2017 | | 17.11.2017 | |
| **No.** | **Task** | **Assignee** | **Expected Time [h]** | | **Effective Time [h]** |
| 1 | Project Management | N. Eckhart | 4hrs | |  |
| 2 | Compile all Artifacts from Iteration #3 into design document. | P. Meier | 6hrs | |  |
| 3 | Add additional descriptions required for design document diagrams. | S. Bösch | 6hrs | |  |
| 4 | Define UI Prototype parameters for implementation in the next iteration. | R. Emberger | 8hrs | |  |
| 5 | Create game class with game loop. | N. Eckhart | 5hrs | |  |
| 6 | Create map class that can load a simplified map from a file with only path and non-path tiles. (Only one layer.) | P. Meier, S. Bösch | 12hrs | |  |
| 7 | Update Glossary as needed | Team | 2hrs | |  |