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 |
| 1.3 | Created planning, task assignments and time estimations for iteration #4. | 06.11.2017 | N. Eckhart |
| 1.4 | Transferred all planning and task assignments from spreadsheet (#5 - #8) | 10.12.2017 | 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) |
| Nicolas Eckhart | PM / Developer | [eckhanic@students.zhaw.ch](mailto:eckhanic@students.zhaw.ch) |
| Stephan Bösch | Developer | [boescste@students.zhaw.ch](mailto:boescste@students.zhaw.ch) |
| Philipp Meier | Developer | [meierphi2@studnets.zhaw.ch](mailto:meierphi2@studnets.zhaw.ch) |

# 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

|  |  |  |  |  |  |
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| 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

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| 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 | | 1hrs |
| 2 | Finish Architecture Design based on previous sketches | S. Bösch | 6hrs | | 4hrs |
| 3 | Create Class Diagram and define Class Responsibilities | R. Emberger | 8hrs | | 10hrs |
| 4 | Create Interaction Diagrams | P. Meier | 6hrs | | 8hrs |
| 5 | Create GUI Mockups and Description of the Game Interface | N. Eckhart | 8hrs | | 4hrs |
| 6 | Update Glossary as needed | Team | 2hrs | | 0.5hrs |

## Iteration #4

|  |  |  |  |  |  |
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| 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 | | 3hrs |
| 2 | Compile all Artifacts from Iteration #3 into design document. | P. Meier | 6hrs | | 8hrs |
| 3 | Add additional descriptions required for design document diagrams. | S. Bösch | 6hrs | | 6hrs |
| 4 | Define UI Prototype parameters for implementation in the next iteration. | R. Emberger | 8hrs | | 6.5hrs |
| 5 | Create game class with game loop. | N. Eckhart | 5hrs | | 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 | | 14hrs |
| 7 | Update Glossary as needed | Team | 2hrs | | 0.5hrs |

## Iteration #5

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| Iteration #5 | | | | | |
| **Construction Phase** | | 20.11.2017 | | 01.12.2017 | |
| **No.** | **Task** | **Assignee** | **Expected Time [h]** | | **Effective Time [h]** |
| 1 | Project Management | N. Eckhart | 4hrs | | 1.5hrs |
| 2 | Implement the layer class with three instances on the map. | S. Bösch | 12hrs | | 11hrs |
| 3 | Create enemies that spawn on layers, move along the path, damage the player and carry a bounty. | N. Eckhart | 8hrs | | 9.5hrs |
| 4 | Create the tower class with the firing, upgrading and destroy behavior classes. | R. Emberger | 14hrs | | 12hrs |
| 5 | Create an asset manager class with a sprite sheet and connect with all entities. (Towers, Enemies, Tiles) | P. Meier | 8hrs | | 8hrs |
| 6 | Create the in-game menu with all relevant information and buttons. (According to design mockups) | N. Eckhart | 12hrs | | 15hrs |
| 7 | Implement win and lose conditions with the relevant game states (Menu State, Game Over State, Victory State) | P. Meier | 6hrs | | 6hrs |
| 8 | Implement tower building via UI. | S. Bösch | 8hrs | | 8hrs |
| 9 | Update Glossary as needed | Team | 2hrs | | 1.5hrs |

## Iteration #6

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| Iteration #6 | | | | | |
| **Construction Phase** | | 04.12.2017 | | 15.12.2017 | |
| **No.** | **Task** | **Assignee** | **Expected Time [h]** | | **Effective Time [h]** |
| 1 | Project Management | N. Eckhart | 6hrs | | 6hrs |
| 2 | Create user manual. | P. Meier | 18hrs | | 15hrs |
| 3 | Improve enemy movement with a heat map per layer. | N. Eckhart | 10hrs | | 11.5hrs |
| 4 | Implement multi layered towers. | S. Bösch | 16hrs | | 14hrs |
| 5 | Enable towers to target and fire at enemies. | R. Emberger | 14hrs | | 10hrs |
| 6 | Connect UI to tower destroy and upgrade functionality. | P. Meier | 8hrs | | 8hrs |
| 7 | Write the final report document. | N. Eckhart,  S. Bösch,  R. Emberger | 24hrs | | 18hrs |
| 8 | Update Glossary as needed | Team | 2hrs | | 0.5hrs |