Menu of Loci – Updated Gantt Charts

Final Gantt Chart

Note: Tasks were updated based on Preliminary Feedback

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Task | 11/17 | 11/19 | 11/21 | 11/23 | 11/25 | 11/27 | 11/29 | 12/1 | 12/3 | 12/5 | 12/7 | 12/9 | 12/11 | 12/13 |
| Oculus UI Design (UI Team) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Oculus Models |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Refinements based on feedback (Web Service/content uploads) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Refinements based on feedback (Front end/Unity) |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Updated models |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Oclulus Scene Addition |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Bugtesting, final merge of content |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Key:

Green: UI Team (Ngoc Tran, Melissa Dagley)

Purple: Modeling team (Xuwei Wang, Man-Lin-Ku, Naga Bhavya Mandali)

Yellow: Web/back end team/team management (change from Android team) (Sean Dyer)

Red: Unity team (Anthony Tran, Maitri Hitesh)

Light blue: All

Completed Items up to the preliminary

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 23-Oct |  | 27-Oct | | 28-Oct | 29-Oct | 30-Oct | 3-Nov |  | 5-Nov | 10-Nov | 11-Nov |  | 13-Nov | 14-Nov | 15-Nov |
| Team intro (All team) |  | |  | |  |  |  |  |  |  |  |  |  |  |  |  |
| Decide Travel/Manip (Unity and Anthony) |  | | | | |  |  |  |  |  |  |  |  |  |  |  |
| Review Milk VR store: (All Team) |  | | | |  |  |  |  |  |  |  |  |  |  |  |  |
| Initial design: (All Team) |  |  | |  | |  |  |  |  |  |  |  |  |  |  |  |
| Initial sketch design: (UI) |  |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Initial set of models: (Model) |  |  | |  |  |  |  |  | |  |  |  |  |  |  |  |
| Android file access method: (Sean) |  |  | |  |  |  |  |  |  |  | |  |  |  |  |  |
| Refine travel/manipulation code (Unity) |  |  | |  |  |  |  | | |  |  |  |  |  |  |  |
| Layout UI (UI and Sean) |  |  | |  |  |  |  |  |  |  | | | | | |  |
| Complete models (Model) |  |  | |  |  |  |  |  |  |  | | | | |  |  |
| Video playback implementation (Sean) |  |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Implement video ring, project cleanup (Unity and Anthony) |  |  | |  |  |  |  |  |  |  |  |  |  |  | |  |
| Prototype Coordination and Deliverable Preparation (Mike & Sean) |  |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |

Currently, we are about where we expected to be in the preliminary turn-in.

**Initial Gantt Chart**