Snake

Nov 6, 2015

McMaster, CAS Department

Project manager	
Project dates	Nov 3, 2015 - Dec 8, 2015
Completion	0%
Tasks	28
Resources	3

Remake of the classic arcade game snake, in python.

Tasks

Name	Begin date	End date
Write Design Doc	11/3/15	11/6/15
Module Guide	11/3/15	11/4/15
MIS	11/5/15	11/6/15
Schedule	11/3/15	11/6/15
Design Doc Due	11/6/15	11/6/15
Implementation	11/7/15	11/11/15
Controller Module	11/7/15	11/9/15
View Module	11/7/15	11/9/15
Create Pause State	11/7/15	11/9/15
Refine Code	11/10/15	11/11/15
Unit Testing	11/12/15	11/15/15
Model Module	11/12/15	11/15/15
Controller Module	11/12/15	11/15/15
Viewer Module	11/12/15	11/15/15
System Testing	11/14/15	11/16/15
Rev 0 Demo	11/17/15	11/17/15
Revise SRS	11/17/15	11/20/15
Revise Test Plan	11/17/15	11/20/15
Revise MG	11/20/15	11/23/15
Revise MIS	11/20/15	11/23/15
Revise Implementation	11/19/15	11/23/15
Testing	11/19/15	11/26/15
Usability Test	11/24/15	11/26/15
Test Report Due	11/27/15	11/27/15
Prepare Final Demo	11/28/15	11/30/15
Final Demo	12/1/15	12/1/15

Tasks

Name	Begin date	End date
Revise Existing Documentation	12/2/15	12/7/15
Final Doc Due	12/8/15	12/8/15

Resources

Name	Default role
Alex Guerrero	undefined
Shafeeq Rabbani	undefined
Keyur Patel	undefined

Gantt Chart

Name	Begin date	End date
Write Design Doc	11/3/15	11/6/15
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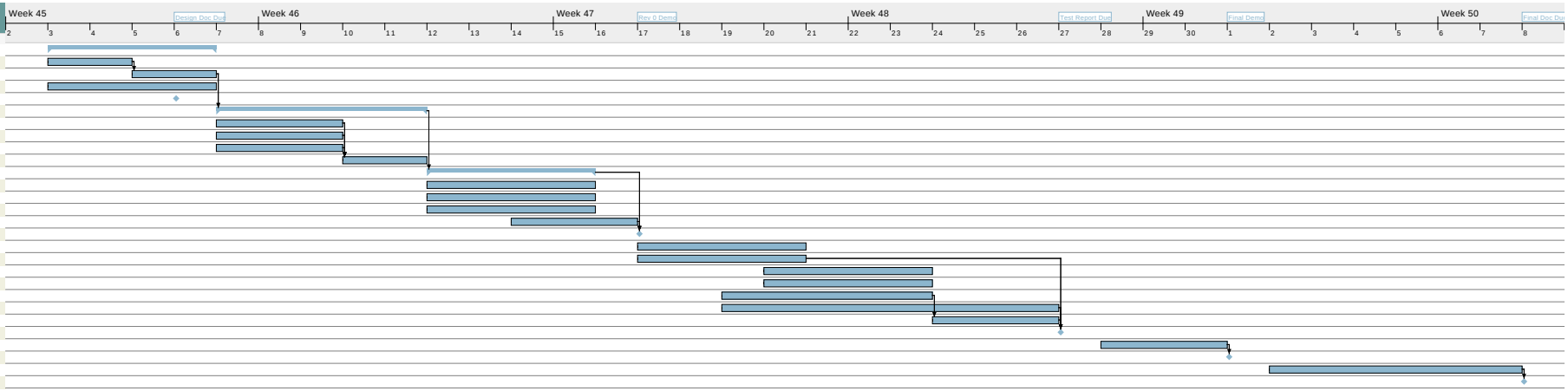
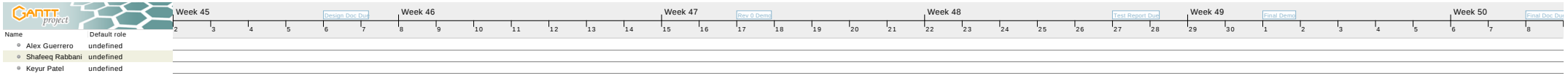
Prepare Final Demo	11/28/15	11/30/15
Final Demo	12/1/15	12/1/15
Revise Existing Documentation	12/2/15	12/7/15
Final Doc Due	12/8/15	12/8/15



Resources Chart