Workshop 3

Pairs Red-14 Shun Nishijima(2977923) Mateusz Bartnicki(3006891)

Task 1:Procrastination Activities

Shun Nishijima

- 1. I would be late for preparing a presentation, because I'm ashamed to imagine we will make a presentation in front of many people and spend too much time thinking about how people see our presentation.
- 2. I would be mental broken to be confused by multi-tasking for assignments. activity for association and part time job.
- 3. I couldn't finish preparing for the exam due to watching the World Cup till midnight.

Mateusz Bartnicki

- 1. I play video games till late and due to that I don't get enough sleep.
- 2. I read all day and because of it I don't leave my bed when I should be going to university.
- 3. I get bored of the course material and due to that I don't want to prepare for an exam.

Common Problems:

Engaging in hobbies instead of getting sleep, albeit the hobbies take a slightly different form, both are media.

Task 2: Eisenhower Matrix

Activity

- Preparing for the Design exam
- Submission for Design project
- Completing the Additional Skills assignment
- Ask progress of project to the group
- procrascinating
- video games
- getting drunk
- Sign-off for programming assignment
- Calculus exam preparation
- Build programming skills
- Excercises
- Planning winter vacation
- answer questionnaire by mail

- Washing clothesCookingCheck canvas too muchCalling a friend
- Getting seat for lecture

Eisenhower Matrix

Α	 Preparing for the Design exam Submission for Design project Completing the Additional Skills assignment Ask progress of project to the group 	B - Sign-off for programming assignment - Calculus exam preparation - Build programming skills - Excercises - Planning winter vacation
С	 answer questionnaire by mail Calling a friend Getting seat for lecture Check canvas too much 	D - procrascinating - video games(association activity) - getting drunk(in a vesting bar)

Task 3: Gantt Chart

TASKS	TASK OWNE R	STATU S	ST AR T	EN D	DA YS	_ /	1/	1 / 1 1	1 / 1 2	1 / 1 3	1 / 1 6	1 / 1 7	1 / 1 8	1 / 1 9	1 / 2 0	1 / 2 3	1 / 2 4	1 / 2 5	1 / 2 6	1 / 2 7	1 / 3 0	1 / 3 1	2 / 1	2 / 2	2 / 3
Phase 1: Requirement	Both	Not Starte d	01/ 09	01/ 15	5																				
Create Functional Requirements	Shun	Not Starte d	01/ 09	01/ 11	3																				
Create Non-Functional Requirements	Mateu sz	Not Starte d	01/ 09	01/ 11	3																				
Get a List of Actors and Stakeholders	Shun	Not Starte d	01/ 09	01/ 11	3																				
Interview Relevant Stakeholders	Both	Not Starte d	01/ 12	01/ 15	2																				
Generate User Stories	Mateu sz	Not Starte d	01/ 12	01/ 15	2																				
Phase 2: Design	Both		01/ 16	01/ 22	5																				
Create Class Diagram of System	Shun	Not Starte d	01/ 16	01/ 18	3																				

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Create Activity Diagram of System	Mateu sz	Not Starte d	01/ 16	01/ 18	3												
Create Use Case Diagram of System	Shun	Not Starte d	01/ 18	01/ 20	3												
Create State Machine Diagram of System	Mateu sz	Not Starte d	01/ 18	01/ 20	3												
Create Remote Repository for the Project	Shun	Not Starte d	01/ 18	01/ 22	3												
Phase 3: Implementation	Both	Not Starte d	01/ 23	01/ 29	5												
Develop Game	Both	Not Starte d	01/ 23	01/ 26	4												
Implement an AI player	Shun	Not Starte d	01/ 24	01/ 26	3												
Implement Client Functionality	Mateu sz	Not Starte d	01/ 26	01/ 28	2												
Implement Server Functionality	Shun	Not Starte d	01/ 26	01/ 28	2												
Integrate the Client-Server Architecture into the System	Mateu sz	Not Starte d	01/ 28	01/ 29	0												
Phase 4: Testing	Both	Not Starte d	01/ 30	02/ 01	3												
Write Automated JUNIT Tests for the Network Functionality	Shun	Not Starte d	01/ 30	01/ 31	2												
Write Automated JUNIT Tests for the Al	Mateu sz	Not Starte d	01/ 30	02/ 01	3												
Write Automated JUNIT Tests for the Game	Shun	Not Starte d	01/ 30	02/ 01	3												
Phase 5: Deploy & Submission	Both	Not Starte d	02/ 01	02/ 03	3												
Deploy to production environment	Mateu sz	Not Starte d	02/ 01	02/ 03	3												

Compete in tournament	Both	Not Starte d	02/ 01	02/ 03	3	
Submit Final Project to Canvas	Shun	Not Starte d	02/ 01	02/ 03	3	

The source Sheet is below

 $\frac{https://docs.google.com/spreadsheets/d/17PiM4TZKYk_CFPbzzEhPSjvqc7cge7BS/edit?usp=sharing\&ouid=110907390801690410010\&rtpof=true\&sd=true$