**Appendix B – Project Plan**

**Version Notes**

**V1.0.0** - **05/10/2009**

First version of the Gant Chart design

**V1.0.1** - **03/11/2009**

**Changes**

Change due to new assignment for AI Engines for games. Due to proposal work for AI Engines, Software Methodology documentation and Platform Research has been pushed back to allow me to work on the AI assignment, this also effects all other research and documentation.

**Considerations**

Designs could be done after the first semester, which can lead to extra time for research and documentation.

**V1.0.2** – **09/11/2009**

**Changes**

After meeting with Steve Foster, we decided that I didn’t need to research Platforms as long as I intended to, so during that week I had to fully complete my research on platforms, and decide which one I will be using to implement this game, so I had to do some testing a prototyping which has been included in the plan.

3D Graphics Assignment was released, so reading and research was needed to understand the full concepts of the assignment. The plan of the 3D Graphics assignment is an estimate plan, and is in parallel with the AI Engines Assignment.

Due to the research has currently been based on web links and articles; I have ordered extra books for Vehicle Dynamics research and platform research, but due to the delay in delivery research has been postponed to the following week.

All factors were taken into account and have obviously affected a delay in all research and documentation.

**Considerations**

Vehicle Dynamics is a large topic, after receiving the book, there seems to be a large amount of topics, so the plan may need to change the focus of topics and plan daily topics to read and document. As there is a lot of maths, a lot of example working outs are needed.

**V1.0.3 – 14/12/2009**

**Changes**

Due to the close deadlines of the 3D graphics and AI assignments, they were prioritised over the research that was still yet to be completed. Therefore the research and design were delayed and were to be completed after the New Year.

Due to exams further delays were added, as revision was needed.

**V1.0.4 – 28/01/2010**

No changes, but exams and revision for Semester 1 are completed. Research needs to be completed, analysis and design is to be started

**Consideration**

As the research on vehicle dynamics is delayed, the plan may need to just learn the physics and calculations as the implementation of the calculations are made.

**V1.0.5 – 09/02/2010**

**Changes**

The 2nd semester, new features added into the plan. The planning, implementation and testing are mapped out up until completion, time and dates are allocated for these tasks.

New assignment for Advance Windows Game Programming, therefore new tasks is added, related to this module. The tasks involved research, reading, planning and the implementation of the artefact. Due to this new addition, the design and analysis were delayed.

Due to the mass of research for vehicle dynamics, the research was to be split into smaller parts, to allow other development of the project to be developed whiles still researching.

**Consideration**

To lower the amount of research is needed for vehicle dynamics, as the topic has such a wide scope, not all the research can be implemented into the artefact.

**V1.0.6 – 10/03/2010**

**Changes**

Final changes made, to decrease the amount of research on vehicle dynamics, and focus on the basics of vehicle dynamics. Also lowered the estimation of the implementation and testing of the artefact as the amount needed in the artefact to demonstrate realistic physics has been decreased.

New tasks added for the documentation of the implementation and testing, also a cleanup task, which is where the documentation is finalised for hand in.

Due to the amount of work needed on the Project the AWGP assignment has been delayed until the project is completed.

*The entire project Gantt charts are shown on the next couple of pages, arranged by version number.*