| | | | Role | Owner (primary owner) | Estimated | Effort | Actual | Actual | Actu |
|---------------------------------|---------------|--|--|---|--------------|-----------|------------|-----------|-----------|
| | | | | (secondary owners) | By Task | Subtotals | By Task | Subtotals | Stat |
| Preliminary & Parallel Tasks | Architecture | | | | | 10 | | 9.0 | |
| rafallel fasks | Architecture | Design architecture | Project Manager | Samuel Lim | 10 | 10 | 9.0 | 9.0 | |
| | Requirements | | , | | | 7 | | 1.2 | |
| | | Gather | Requirements Engineer | Zachary Zoltek, Samuel Lim | 1 | | 1.2 | | |
| | | Australia | B | Zachary Zoltek, Samuel | 2 | | | | |
| | | Analyze | Requirements Engineer | Lim | 2 | | 0.0 | | |
| | | Specify | Requirements Engineer | Zachary Zoltek, Samuel Lim | 4 | | 0.0 | | |
| | Documentation | | | Cili | | 29 | | 16.5 | |
| | | Project Charter | Project Manager | Samuel Lim | 1 | | 4.0 | | |
| | | Release Plan | Project Manager Project Manager, | Samuel Lim | 2 | | 0.7 | | |
| | | Requirements Document | Requirements Engineer | Samuel Lim, Zach Zoltek | 7 | | 6.3 | | |
| | | Project Plan | Project Manager, | Samuel Lim, Alivia | 5 | | 5.5 | | |
| | | Architecture Document | Developers Architect | Dutcher, Zach Zoltek Yazdan Riazi, Samuel Lim | 4 | | 0.0 | | |
| | | Test Report | Tester | Zach Zoltek, Samuel Lim | 8 | | 0.0 | | |
| | | | Developers, | Alivia Dutcher, Yazdan | | | | | |
| | | User Guide & System Admin Doc | Requirements Engineer | Riazi, Zach Zoltek, Samuel Lim | 2 | | 0.0 | | |
| Coding | | | | UIII | | | 0.0 | | |
| Iteration 1: | Development | | | | | 47 | 0.0 | 17.0 | |
| | | | | Alivia Dutcher, Yazdan | | | | | |
| | | Determine technology needs | Developer | Riazi, Zach Zoltek, Samuel | 2 | | 1.7 | | IF |
| | | | | Lim | | | | | |
| | | Research and learn new language and | Developer | Alivia Dutcher, Zach | 15 | | 13.0 | | Doi |
| | | environment | Developer | Zoltek, Samuel Lim Alivia Dutcher | 2 | | 0.8 | | Doi |
| | | Set up double proxy for HTTP server Set up autodoc tooling for CI pipelines | Developer | Zach Zoltek | 1 | | 0.8 | | Doi |
| | | Implement foundational HTTP logic | Developer | Alivia Dutcher | 12 | | 0.3 | | IF |
| | | Create HTTP handling code (client) | Developer | Alivia Dutcher | 4 | | 0.3 | | IF. |
| | | Write user token handling locally Write code for managing HTTP session | Developer Developer | Yazdan Riazi Zach Zoltek | 1 6 | | 0.0 0.0 | | Too |
| | | Unit Testing | Developer | Zach Zoltek, Yazdan Riazi | 4 | | 0.3 | | IP |
| | Analysis | C. dan and C. Connect Tourist | T | West Webst | 2 | 10 | 1.7 | 5.2 | |
| | | System and Environment Testing Bug fixes as required | Tester Tester, Developer | Zach Zoltek Alivia Dutcher, Zach | 3 | | 0.0 | | Doi N/ |
| | | Evaluate needs for next iteration | Project Manager | Samuel Lim | 5 | | 3.5 | | Doi |
| Iteration 2: | Design | | | | | 15.5 | | 7.0 | IF. |
| | | Implement any design changes Risk analysis | Project Manager Project Manager | Samuel Lim Samuel Lim | 3 4 | | 1.5 3.5 | | Doi |
| | | | | Alivia Dutcher, Samuel | 2.5 | | | | |
| | | Design container format (schedule) | Developer | Lim | 2.5 | | 0.0 | | Too |
| | | Design drop-in format parsing | Developer | Alivia Dutcher, Samuel | 4 | | 0.0 | | Too |
| | | Create UI design for main page | Developer | Lim Zach Zoltek | 2 | | 2.0 | | IF |
| | Development | Create of design for main page | Developei | Zacii Zoitek | - | 11 | 2.0 | 6.4 | |
| | | Review requirements | Developer | Alivia Dutcher, Zach | 4 | | 4.6 | | Doi |
| | | Connect client and session HTTP logic | Developer | Zoltek. Samuel Lim Alivia Dutcher, Zach | 2.5 | | 0.8 | | IF |
| | | Handle basic token generation | Developer | Yazdan Riazi | 1 | | 0.0 | | Too |
| | | Implement design structure for main | Developer | Zach Zoltek | 2 | | 0.0 | | Too |
| | | Unit Testing | Developer | Zach Zoltek, Yazdan Riazi | 1.5 | 7 | 1.0 | 4.7 | IF |
| | Analysis | System and Environment Testing | Tester | Zach Zoltek | 2 | , | 1.5 | 4.7 | 16 |
| | | Bug fix as required | Tester, Developer | Alivia Dutcher, Zach | 2 | | 0.0 | | N/ |
| | | Evaluate needs for next iteration | Project Manager | Samuel Lim | 3 | | 3.2 | | Doi |
| Iteration 3: | Design | Implement any design changes | Project Manager | Samuel Lim | 2 | 13 | 0.1 | 1.0 | IF. |
| | | Risk analysis | Project Manager | Samuel Lim, Alivia | 4 | | 0.9 | | IP |
| | | Create UI design for main page | Developer | Zach Zoltek | 4 | | 0.0 | | IF |
| | | Design data structure for schedule constraints | Developer | Alivia Dutcher | 3 | | 0.0 | | Too |
| | Development | Constiduits | | | | 18.5 | | 0.0 | |
| | Development | Review requirements | Developer | Alivia Dutcher | 4 | 10.0 | 0.0 | 0.0 | Too |
| | | Develop code for processing scheduling | Developer | Alivia Dutcher, Samuel | 3 | | 0.0 | | Too |
| | | data | | Lim Vandan Biani | | | - | | |
| | | Implement client-API integration Display scheduling information | Developer Developer | Yazdan Riazi Alivia Dutcher | 6 4 | | 0.0 | | Too |
| | | Unit Testing | Developer | Zach Zoltek | 1.5 | | 0.0 | | Too |
| | Analysis | A Taskina | Tastes Decision Advis | Zook Zokok Competition | 2 | 4 | | 0.0 | |
| | | Acceptance Testing Bug fix as required | Tester, Project Manager Tester, Developer | Zach Zoltek , Samuel Lim Alivia Dutcher , Zach | 2 | | 0.0 | | Too |
| | | | | | 172 | | 68.0 | 68 | |

Samuel Alivia Zach Yazdan Total

| Actual | Actual | Actual | Actual | |
|------------|------------|---------|---------|------------|
| By Task | By Task | By Task | | |
| ву так | ву тазк | ву газк | ву тазк | |
| | | | | |
| 4.0 | 2.0 | 2.0 | 1.0 | 9.0 |
| | | | | 0.0 |
| 0.3 | 0.2 | 0.5 | 0.2 | 1.2 |
| | | | | 0.0 |
| | | | | |
| | | | | 0.0 |
| | | | | 0.0 |
| 1.0 0.3 | 1.0 0.4 | 1.0 | 1.0 | 4.0 0.7 |
| 2.0 | 2.0 | 2.0 | 0.3 | 6.3 |
| 2.0 | 2.0 | 2.0 | 0.5 | 0.5 |
| 1.5 | 1.5 | 1.5 | 1.0 | 5.5 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | |
| | | | | 0. |
| | | | | 0.0 |
| 0.6 | 0.4 | 0.5 | 0.2 | 1.7 |
| 0.0 | 0.4 | 0.0 | 0.2 | |
| | | | | |
| 4.0 | 3.0 | 3.5 | 2.5 | 13.0 |
| 0.5 | | 0.3 | | 0.8 |
| 0.3 | 0.0 | 0.3 | 0.0 | 0.6 |
| 0.3 | | | | 0.3 |
| | | | | 0.0 |
| | | 0.3 | | 0.0 |
| | | | | 0.0 |
| 0.5 | 0.5 | 0.5 | 0.2 | 1.7 |
| 0.0 2.0 | 0.0 | 0.0 | 0.0 | 0.0 3.5 |
| | | | 0.0 | 0.0 |
| 0.5 | 0.5 | 0.5 | - | 1.5 |
| 1.0 | 1.0 | 1.0 | 0.5 | 3.5 |
| - | - | - | - | 0.0 |
| _ | | | | 0.0 |
| | | | | 2.0 |
| 0.5 | 0.8 | 0.8 | | 0.0 |
| 1.2 | 1.2 | 1.2 | 1.0 | 4.6 |
| 0.8 | | | | 0.8 |
| | | | | 0.0 |
| - | - | | - | 0.0 |
| 0.5 | | 0.5 | | 1.0 |
| 0.5 | | 1.0 | | 0.0 |
| 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |
| 1.2 | 1.2 | 0.5 | 0.3 | 3.2 |
| 0.1 | | | | 0.0 |
| 0.3 | 0.3 | 0.3 | | 0.9 |
| - | - | - | - | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| | | | | 0.0 |
| 24.2 | 16.5 | 18.7 | 8.7 | 68.0 |

*Snowplow from Iteration #2 *Snowplow from Iteration #2