(Dependencies top to bottom)									
			Role	Owner (primary owner)	Estimated By Task	Effort Subtotals	Actual By Task	Actual Subtotals	Actu: Statu
Preliminary & Parallel Tasks	Architecture			(secondary owners)		10		9.0	
Parallel Tasks	Requirements	Design architecture	Project Manager	Samuel Lim	10		9.0	1.2	
	Requirements	Gather	Requirements Engineer	Zachary Zoltek, Samuel	1	7	1.2	1.2	
		Analyze	Requirements Engineer	Lim Zachary Zoltek, Samuel	2		0.0		
		Specify	Requirements Engineer	Lim Zachary Zoltek, Samuel	4		0.0		
	Documentation	Specify	nequienens engineer	Lim	-	29	0.0	16.5	
		Project Charter Release Plan	Project Manager Project Manager	Samuel Lim Samuel Lim	1 2		4.0 0.7		
		Requirements Document	Project Manager, Requirements Engineer	Samuel Lim, Zach Zoltek	7		6.3		
		Project Plan	Project Manager,	Samuel Lim, Alivia Dutcher, Zach Zoltek	5		5.5		
		Architecture Document	Developers Architect	Yazdan Riazi, Samuel Lim	4		0.0		
		Test Report	Tester Developers,	Zach Zoltek, Samuel Lim Alivia Dutcher, Yazdan	8		0.0		
		User Guide & System Admin Doc	Requirements Engineer	Riazi, Zach Zoltek, Samuel Lim	2		0.0		
Coding Iteration 1:	Development					47	0.0	17.0	
iteration 2:	Development			Alivia Dutcher, Yazdan				17.0	
		Determine technology needs	Developer	Riazi, Zach Zoltek, Samuel Lim	2		1.7		IP
		Research and learn new language and	Developer	Alivia Dutcher, Zach	15		13.0		Don
		environment Set up double proxy for HTTP server	Developer	Zoltek, Samuel Lim Alivia Dutcher	2		0.8		Don
		Set up autodoc tooling for CI pipelines Implement foundational HTTP logic	Developer Developer	Zach Zoltek Alivia Dutcher	1 12		0.6		Don
		Create HTTP handling code (client) Write user token handling locally	Developer Developer	Alivia Dutcher Yazdan Riazi	4		0.3		IP
		Write code for managing HTTP session	Developer	Zach Zoltek	6		0.0		Tode
	Analysis	Unit Testing	Developer	Zach Zoltek, Yazdan Riazi	4	10	0.3	5.2	IP
		System and Environment Testing Bug fixes as required	Tester Tester, Developer	Zach Zoltek Alivia Dutcher, Zach	2		1.7		Don N/A
Iteration 2:	Design	Evaluate needs for next iteration	Project Manager	Samuel Lim	5	15.5	3.5	7.0	Don
iteration 2.	Design	Implement any design changes	Project Manager	Samuel Lim	3	10.0	1.5	7.0	IR
		Risk analysis	Project Manager	Samuel Lim Alivia Dutcher, Samuel	4 2.5		3.5 0.0		
		Design container format (schedule)	Developer	Lim Alivia Dutcher, Samuel					
		Design drop-in format parsing	Developer	Lim	4		0.0		Todo
	Development	Create UI design for main page	Developer	Zach Zoltek	2	11	2.0	6.4	IP
		Review requirements	Developer	Alivia Dutcher, Zach Zoltek. Samuel Lim	4		4.6		Don
		Connect client and session HTTP logic Handle basic token generation	Developer Developer	Alivia Dutcher, Zach Yazdan Riazi	2.5 1		0.8		IR Tode
		Implement design structure for main	Developer	Zach Zoltek	2		0.0		Tode
	Analysis	Unit Testing	Developer Zach Zoltek, Yazdan Riazi 1.5	1.0	4.7	IP			
		System and Environment Testing Bug fix as required	Tester Tester, Developer	Zach Zoltek Alivia Dutcher . Zach	2 2		1.5 0.0	4.7 .5 .0	IR N/A
Iteration 3:	Design	Evaluate needs for next iteration	Project Manager	Samuel Lim	3	13	3.2	2.5	Don
		Implement any design changes Risk analysis	Project Manager Project Manager	Samuel Lim Samuel Lim, Alivia	2		0.1 0.9		IP Don
		Create UI design for main page	Developer	Zach Zoltek	4		0.0		IP
		Design data structure for schedule constraints	Developer	Alivia Dutcher	3		1.5		IR
	Development	Review requirements	Developer	Alivia Dutcher	4	18.5	4.0	4.0	Don
		Develop code for processing scheduling data	Developer	Alivia Dutcher, Samuel Lim	3		0.0		IR
		Implement client-API integration	Developer	Yazdan Riazi	6		0.0		Tode
		Display scheduling information Unit Testing	Developer Developer	Alivia Dutcher Zach Zoltek	4 1.5		0.0 0.0		IP
	Analysis	Acceptance Testing	Tester, Project Manager	Zach Zoltek , Samuel Lim	2	4	0.0	0.0	IP
Iteration 4:	Design	Bug fix as required	Tester, Developer	Alivia Dutcher, Zach	2	10	0.0	8.0	N/A
		Implement any design changes	Project Manager	Samuel Lim	2		3.0		IR
		Risk analysis Create UI design for main page	Project Manager Developer	Samuel Lim, Alivia Zach Zoltek	4		3.5 1.5		Don
	Development	Review requirements	Developer	Alivia Dutcher	2	28.5	4.0	15.3	Don
		Develop code for processing scheduling	Developer	Alivia Dutcher, Samuel	6		3.0		Dorpor D
		data Implement client-API integration	Developer	Lim Yazdan Riazi	6		0.0		IP
		Display scheduling information Unit Testing	Developer Developer	Alivia Dutcher Zach Zoltek	4 1.5		1.6 0.2		IR Don
		Relational DB and Data Access Layer Setup	Developer	Zach Zoltek	3.5		4.0		IR
		Create UI design for main page	Developer	Zach Zoltek	3.5		1.3		Don
		Integration Testing	Developer	Zach Zoltek, Alivia Dutcher	2		1.2		IR
	Analysis	Acceptance Testing	Tester, Project Manager	Zach Zoltek , Samuel Lim	2	6	1.0	3.1	Tode
		Bug fix as required	Tester, Developer	Alivia Dutcher , Zach Zoltek	2		0.4		Don
		Module triage	Tester, Developer	Alivia Dutcher, Zach	2		1.7		Don
Iteration 5:	Design			Zoltek		5.5		1.0	
		Implement any design changes	Project Manager	Samuel Lim Samuel Lim, Alivia	2		0.5		
		Risk analysis	Project Manager	Dutcher	1		0.5		
		Finalise schedule UI actions Design final conflict representation in UI	Developer Developer	Zach Zoltek Alivia Dutcher	1 1.5		0.0 0.0		Tode
	Development	Review requirements	Developer	Alivia Dutcher	1	6.5	0.0	0.0	Tode
		Develop generic constraints for	Developer	Alivia Dutcher, Samuel	2		0.0		Toda
		scheduling engine Finalise database profile saving	Developer	Lim Yazdan Riazi	1		0.0		Tode
		Implement client live-loading Unit Testing	Developer Developer	Zach Zoltek Zach Zoltek, Samuel Lim	1.5		0.0		Tode
	Analysis			Zach Zoltek , Samuel Lim,		7		0.0	
		Acceptance, Performance, Regression Tests	Tester, Project Manager	Alivia Dutcher	6		0.0		Tode
		Bug fix as required	Tester, Developer	Alivia Dutcher , Zach Zoltek	1		0.0		Tode
Total					235.5	235.5	100.9	100.9	ı

Samuel Alivia Zach Yazdan Total

Actual Actual Actual Actual

By Task	By Task	By Task	By Task	
4.0	2.0	2.0	1.0	9.0
0.3	0.2	0.5	0.2	1.2
				0.0
				0.0
1.0	1.0	1.0	1.0	0.0 4.0
0.3	0.4			0.7
2.0	2.0	2.0	0.3	6.3
1.5	1.5	1.5	1.0	5.5
				0.0
				0.0
				0.0
				0.0
				0.0
0.6	0.4	0.5	0.2	1.7
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		0.3
0.5	0.5	0.5	0.2	1.7
0.0 2.0	0.0	0.0	0.0	0.0 3.5
			0.5	0.0
0.5 1.0	0.5 1.0	0.5 1.0	0.5	1.5 3.5
	-	-	-	0.0
	_			
			-	0.0
0.5	0.8	0.8		2.0 0.0
1.2	1.2	1.2	1.0	4.6
0.8	-	-	-	0.8
-	-	-		0.0
0.5		0.5		1.0
0.5	-	1.0		1.5
0.0 1.2	0.0 1.2	0.0	0.0	0.0 3.2
	1.2	0.5	0.3	0.0
0.1	0.3	0.3	0.0	0.1 0.9
0.0	0.0	0.0	0.0	0.0
0.5	1.0			1.5
				0.0
	4.0			4.0 0.0
				0.0
				0.0
				0.0
				0.0
				0.0
3.0	-	-	-	3.0
1.0	1.0 1.5	1.0	0.5	3.5 1.5
4.5				4.0
1.5	1.5	1.0		
2.0	1.0			3.0
0.6	1.0		-	1.6
0.2	-	-	-	0.2
1.5	1.5	-	1.0	4.0
0.3	1.0	-	-	1.3
0.4	0.4	0.4		1.2
0.5	0.5			1.0
0.2	0.2		-	0.4
		0.5	0.2	
0.5	0.5	0.5	0.2	0.0
0.5				0.5
0.3	0.3			0.5
				0.0
				0.0
				0.0
				0.0
				0.0
				0.0
				0.0
				0.0

inowplow from Iteration #2 inowplow from Iteration #2

*Snowplow from Iteration #3

*Snowplow from Iteration #3
*Snowplow from Iteration #3
*Snowplow from Iteration #3

*Snowplow from Iteration #3