Phase I: Initial Design

Start: Tue 3/29/16 ID: 1

Finish: Wed 4/20/1 Dur: 17 days

Comp: 100%

Prepare Tools (Make Git Repo, download

Start: Tue 3/29/16 ID: 2

Finish: Tue 3/29/16 Dur: 1 day

Res:

Executive Summary, Responsibility Matr

Start: Tue 3/29/16 ID: 3

Finish: Mon 4/4/16 Dur: 5 days

Res:

Take Pictures

Start: Tue 3/29/16 ID: 4

Finish: Wed 4/20/16 Dur: 17 days

Res:

Research

Start: Tue 3/29/16 ID: 5

Finish: Fri 4/1/16 Dur: 4 days

Comp: 100%

Research Unity Web Requests--Client Sid

Start: Tue 3/29/16 ID: 6

Finish: Fri 4/1/16 Dur: 4 days

Res:

Research Unity Web Requests--Server Si

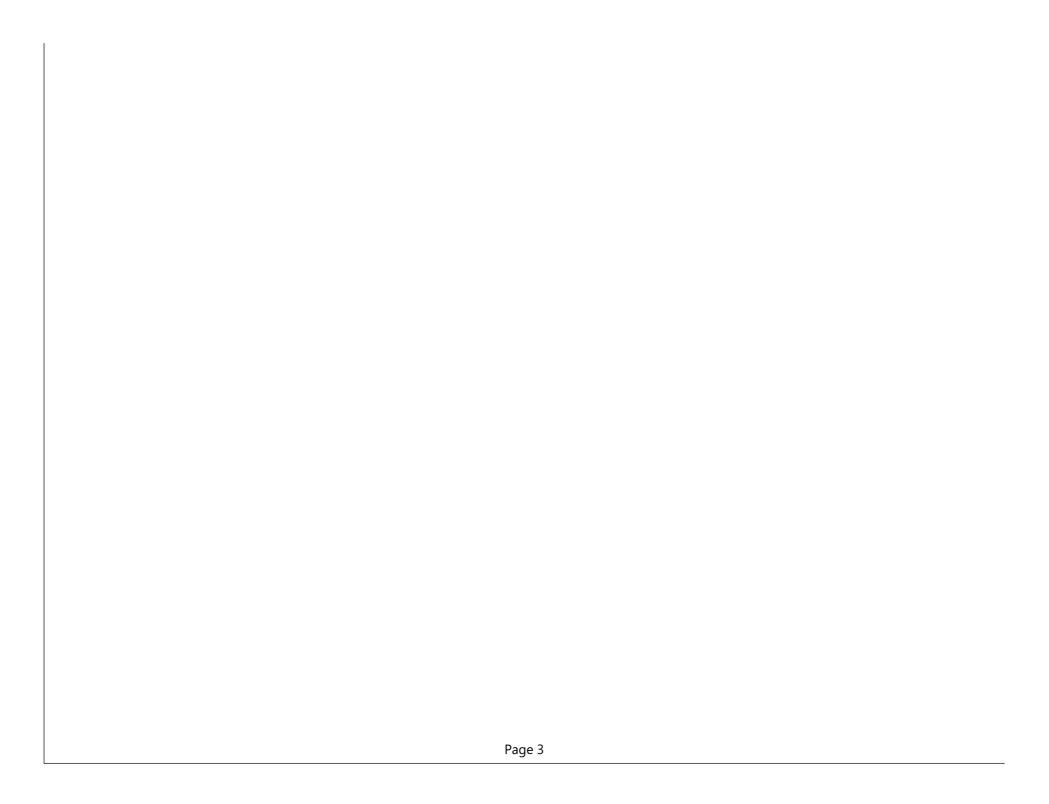Start: Tue 3/29/16 ID: 7

Finish: Fri 4/1/16 Dur: 4 days

Res:
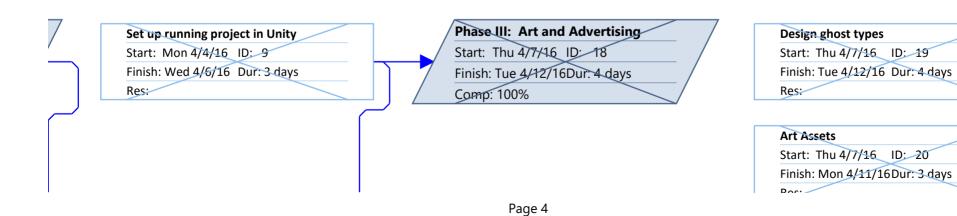
Phase II: Bare Bones
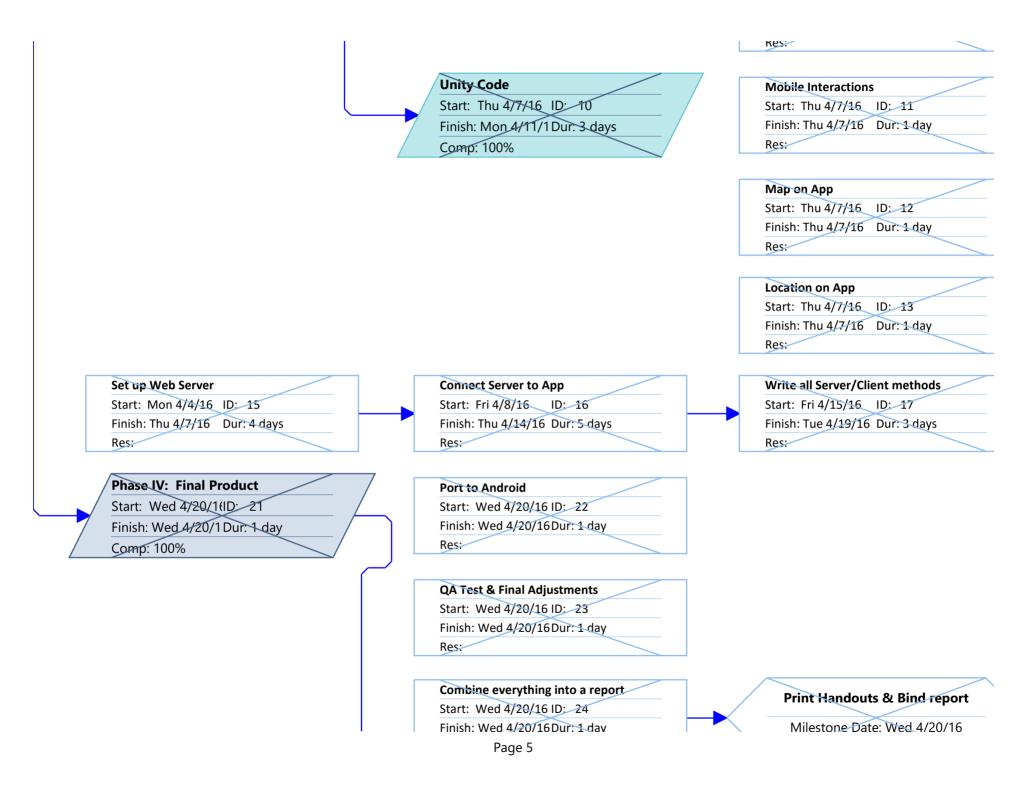
Start: Mon 4/4/16 ID: 8

Finish: Tue 4/19/16 Dur: 12 days

Comp: 100%

Set up running project in Unity
Start: Mon 4/4/16   ID: 9
Finish: Wed 4/6/16   Dur: 3 days
Res:

Phase III: Art and Advertising
Start: Thu 4/7/16   ID: 18
Finish: Tue 4/12/16 Dur: 4 days
Comp: 100%

Design ghost types
Start: Thu 4/7/16   ID: 19
Finish: Tue 4/12/16 Dur: 4 days
Res:

Art Assets
Start: Thu 4/7/16   ID: 20
Finish: Mon 4/11/16 Dur: 3 days
Res:

Unity Code

Start: Thu 4/7/16   ID: 10

Finish: Mon 4/11/1 Dur: 3 days

Comp: 100%

Mobile Interactions

Start: Thu 4/7/16   ID: 11

Finish: Thu 4/7/16   Dur: 1 day

Res:

Map on App

Start: Thu 4/7/16   ID: 12

Finish: Thu 4/7/16   Dur: 1 day

Res:

Location on App

Start: Thu 4/7/16   ID: 13

Finish: Thu 4/7/16   Dur: 1 day

Res:

Set up Web Server

Start: Mon 4/4/16   ID: 15

Finish: Thu 4/7/16   Dur: 4 days

Res:

Connect Server to App

Start: Fri 4/8/16   ID: 16

Finish: Thu 4/14/16 Dur: 5 days

Res:

Write all Server/Client methods

Start: Fri 4/15/16   ID: 17

Finish: Tue 4/19/16 Dur: 3 days

Res:

Phase IV: Final Product

Start: Wed 4/20/1(ID: 21

Finish: Wed 4/20/1 Dur: 1 day

Comp: 100%

Port to Android

Start: Wed 4/20/16 ID: 22

Finish: Wed 4/20/16 Dur: 1 day

Res:

QA Test & Final Adjustments

Start: Wed 4/20/16 ID: 23

Finish: Wed 4/20/16 Dur: 1 day

Res:

Combine everything into a report

Start: Wed 4/20/16 ID: 24

Finish: Wed 4/20/16 Dur: 1 day

Print Handouts & Bind report

Milestone Date: Wed 4/20/16

Finish: Wed 4/20/16 Dur: 1 day

Res:

Milestone Date: Wed 4/20/16

ID: 25

Phase V: Present

Start: Thu 4/21/16 ID: 26

Finish: Thu 4/21/16 Dur: 1 day

Comp: 100%

Collisions and Encounters

Start: Fri 4/8/16   ID: 14

Finish: Mon 4/11/16 Dur: 2 days

Res:

Turn-in Paper & Present

Start: Thu 4/21/16   ID: 27

Finish: Thu 4/21/16 Dur: 1 day

Res:

Critical		Summary		Critical External	
Noncritical		Critical Inserted		External	
Critical Milestone		Inserted		Project Summary	
Milestone		Critical Marked		Highlighted Critical	
Critical Summary		Marked		Highlighted Noncritical	