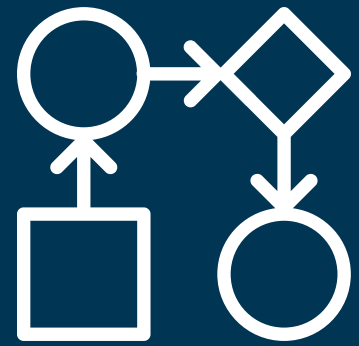


CSSE376 Term Project

Weekly Activities Timeline

This timeline illustrates all the activities that are required to complete for this course project. It also gives you a guidance on project planning.



Week 1

Complete teaming
Understand the game rules thoroughly
Set up project management tool
Set up the repository

Week 2

Complete requirement documentation
Draft a design
Start working on **Game Setup Phase**

Week 3

Start using **General Purpose Linter**
Start using **Style Linter**

Week 4

Start prototyping **GUI**
Finish Game Setup Phase
Start One Single Turn of Game

Week 5

Start using **Code Coverage tool**
Start using **Mutation Testing tool**



Team Work
on Big Project:
Planning,
Documentation,
and
Communication
are crucial

Week 6

Fix all the quality issues revealed by
Code Coverage and Mutation Testing
tools

Finish One Single Turn of Game
Start One Win/Loss Condition

Week 7

Add support for **i18n**
Complete **GUI** for **GameSetup** and
One Single Turn (D LEVEL)

Week 8

Finish **One Win/Loss Condition**
Start **All Win/Loss Condition**

Week 9 and 10

Finish **All Win/Loss Condition**
Complete **GUI**
Double-check all the project
deliverables



Steps that **shall be** followed at **ANY** point in time:

1. Make changes to any documentation if needed (req doc, test plan, BVA, design etc.).
2. Decide what feature to implement. Draft the design solution (as a class diagram). Assign the classes to team members.
3. Write Definition of Done (BVA) for each of the public method
4. Apply TDD and finish the implementation of each method.
5. (after Week 5) Evaluate the strength of your testing (code coverage, mutation testing)
6. (after Week 5) Evolve your test cases according to the result from 5
7. (after Week 5) Evolve your application code if needed
8. Integrate immediately after any two modules (classes) are done