3XA3_Project_Schedule

Nov 9, 2018

McMaster

http://

Project manager	
Project dates	Sep 26, 2018 - Dec 15, 2018
Completion	0%
Tasks	41
Resources	3

Tasks

Name	Begin date	End date
Development Plan - Revision 0	9/26/18	9/28/18
Team Member Roles	9/26/18	9/26/18
Proof of Concept Plan	9/27/18	9/28/18
Git Workflow Plan	9/26/18	9/26/18
Technology	9/27/18	9/27/18
Coding Style	9/28/18	9/28/18
Team Meeting Plan	9/26/18	9/26/18
Team Communication Plan	9/27/18	9/27/18
Review Development Plan	9/28/18	9/28/18
Requirement Document - Rev 0	10/1/18	10/5/18
Project Drivers and Constraints	10/1/18	10/5/18
Functional Requirements	10/1/18	10/3/18
Non Functional Requirements	10/1/18	10/5/18
Project Issues	10/4/18	10/5/18
Proof of Concept Demo	10/8/18	10/16/18
Understand PyGame	10/8/18	10/10/18
Worked on Prototype	10/11/18	10/16/18
Test Plan - Rev 0	10/17/18	10/23/18
Non Functional Test Plan	10/17/18	10/23/18
Functional Test Plan	10/17/18	10/23/18
Proof of Concept Test Plan	10/17/18	10/18/18
Unit Test Plan	10/19/18	10/23/18
Testing	10/26/18	11/16/18
Character's Movement Test	10/26/18	10/26/18
Box's Movement Test	10/26/18	10/26/18

Tasks

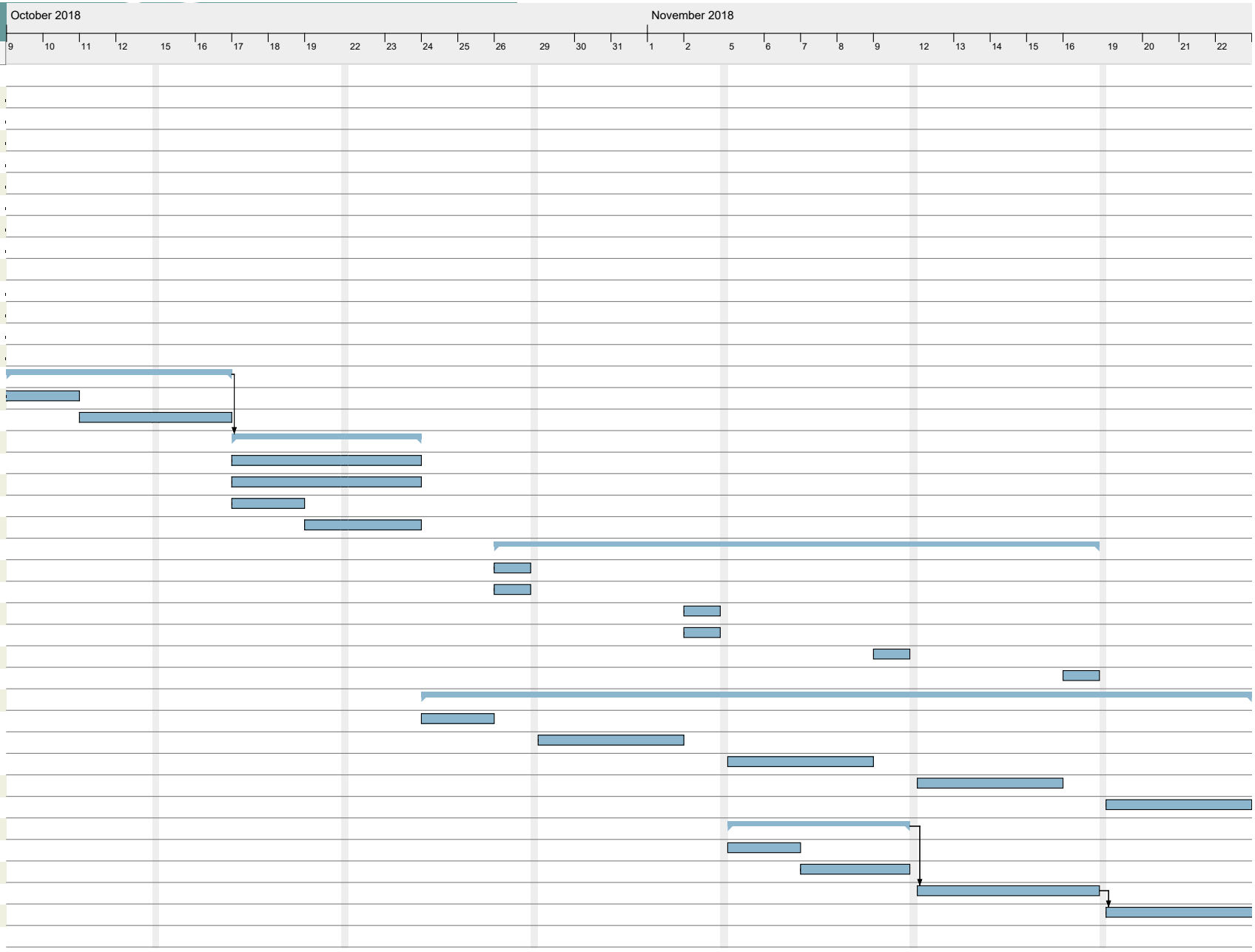
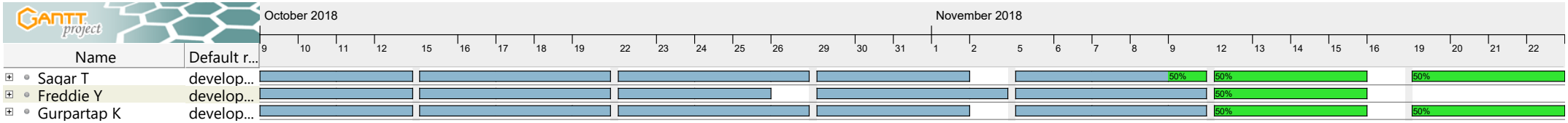
Name	Begin date	End date
Game Winning Condition Test	11/2/18	11/2/18
Main Menu Test	11/2/18	11/2/18
In-Game Button Test	11/9/18	11/9/18
Non-Functional Test	11/16/18	11/16/18
Sokoban Implementation	10/24/18	11/22/18
Character and Box Module Implementation	10/24/18	10/25/18
Scenes and Game Module Implementation	10/29/18	11/1/18
SceneManager Module Implementation	11/5/18	11/8/18
In-Game Button Implementation	11/12/18	11/15/18
Other Features and Fixing Bugs	11/19/18	11/22/18
Design Documentation	11/5/18	11/9/18
Module Guide	11/5/18	11/6/18
Module Interface Specification	11/7/18	11/9/18
Rev 0 Demo	11/12/18	11/16/18
Final Demo - Rev 1	11/19/18	11/30/18
Final Documentation - Rev 1	12/3/18	12/14/18

Resources

Name	Default role
Sagar T	developer
Freddie Y	developer
Gurpartap K	developer

Gantt Chart

Name	Be...	End date
Development Plan - Revisio...	9...	9/28/18
Team Member Roles	9...	9/26/18
Proof of Concept Plan	9...	9/28/18
Git Workflow Plan	9...	9/26/18
Technology	9...	9/27/18
Coding Style	9...	9/28/18
Team Meeting Plan	9...	9/26/18
Team Communication Plan	9...	9/27/18
Review Development Plan	9...	9/28/18
Requirement Document - R...	1...	10/5/18
Project Drivers and Const...	1...	10/5/18
Functional Requirements	1...	10/3/18
Non Functional Requirem...	1...	10/5/18
Project Issues	1...	10/5/18
Proof of Concept Demo	1...	10/16/18
Understand PyGame	1...	10/10/18
Worked on Prototype	1...	10/16/18
Test Plan - Rev 0	1...	10/23/18
Non Functional Test Plan	1...	10/23/18
Functional Test Plan	1...	10/23/18
Proof of Concept Test Plan	1...	10/18/18
Unit Test Plan	1...	10/23/18
Testing	1...	11/16/18
Character's Movement Test	1...	10/26/18
Box's Movement Test	1...	10/26/18
Game Winning Condition ...	1...	11/2/18
Main Menu Test	1...	11/2/18
In-Game Button Test	1...	11/9/18
Non-Functional Test	1...	11/16/18
Sokoban Implementation	1...	11/22/18
Character and Box Modul...	1...	10/25/18
Scenes and Game Modul...	1...	11/1/18
SceneManager Module I...	1...	11/8/18
In-Game Button Impleme...	1...	11/15/18
Other Features and Fixing...	1...	11/22/18
Design Documentation	1...	11/9/18
Module Guide	1...	11/6/18
Module Interface Specific...	1...	11/9/18
Rev 0 Demo	1...	11/16/18
Final Demo - Rev 1	1...	11/30/18
Final Documentation - Rev 1	1...	12/14/18



Resources Chart