Ryerson University

Introduction to Software Engineering

(CCPS406 – Fall 2018)

Project Status Report#2

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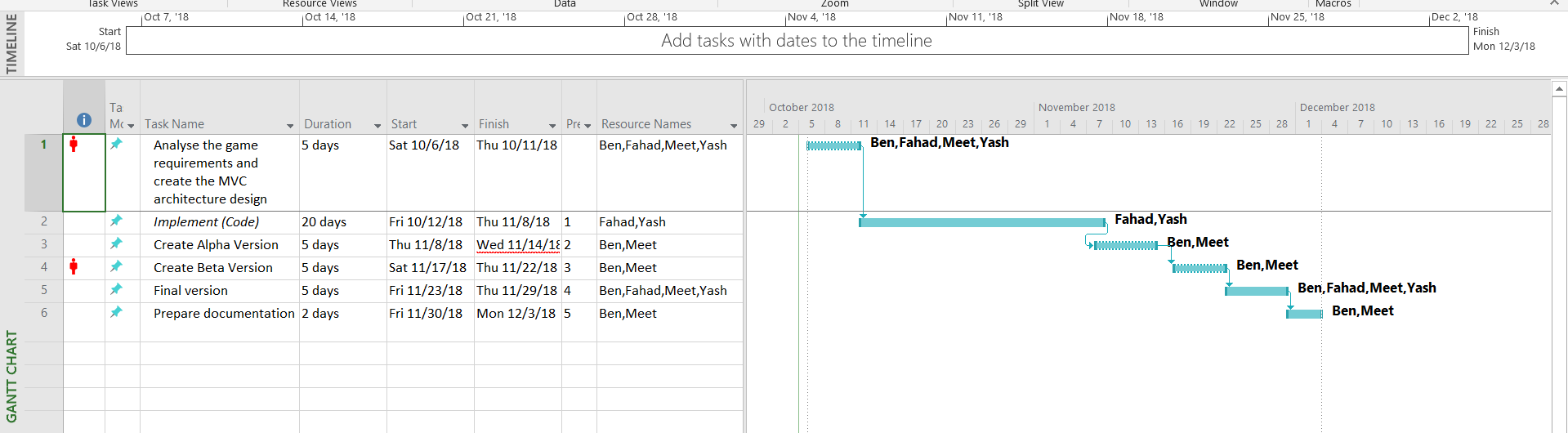
[1. Work Breakdown Structure 3](#_Toc526523499)

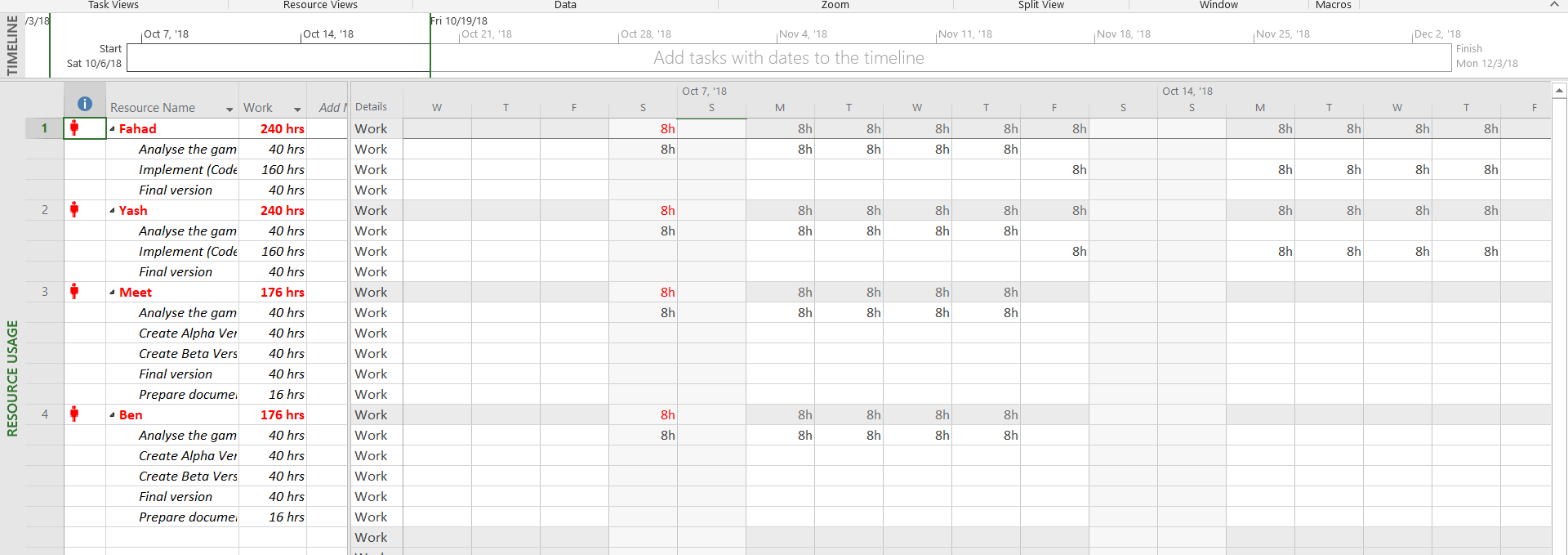
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## Work Breakdown Structure

|  |  |  |
| --- | --- | --- |
| **WBS LEVEL 1**   1. Web Based Snake Game | **WBS LEVEL 2** | **WBS LEVEL 3** |
| 1. Analyse the game requirements and create the MVC architecture design   *5 days* | 1. Design Model component of MVC architecture and finalise *1 day* |
| 1. Design View component of MVC architecture and finalise *1 day* |
| 1. Design Controller components of MVC architecture and finalise *1 day* |
| 1. Review the design of the MVC components and finalise *2 days* |
| 1. Implement (Code) *15 days* | 1. Implement (Code) the Model and Unit Test *5 days* |
| 1. Implement (Code) the View and Unit Test *5 days* |
| 1. Implement (Code) the Controller and Unit Test *5 days* |
| 1. Create Alpha Version *5 days* | 1. Integrate MVC components *1 day* |
| 1. Do Integrity Test, debug *3 days* |
| 1. Release *1 day* |
| 1. Create Beta Version *5 days* | 1. Enhance and fix bugs *4 days* |
| 1. Release *1 day* |
| 1. Final version *5 days* | 1. Enhance and fix bugs *4 days* |
| 1. Release *1 day* |
|  | 1.6 Prepare documentation 2 days | 1.6.1 Prepare draft 1 day  1.6.2 Prepare final document 1 day |
|  | Total 37 days (7.5 weeks) | Total: 37 days (7.5 weeks) |

## Timeline (Gantt Chart)





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