Date started: 16/11/2022

		To do/ doing	Done

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
Talk to stakeholder				Everyone
-Acquire information from the hostage				Everyone
-Use information to formulate plan				Everyone
Method selection and planning				Owen/ Mo
Write up requirements in a more cohesive form				Tom/ Owen
Write risk assessment				Lucy Primarily
Design architecture				Joint team
-Make diagrams for how it will fit together/ work				
-Specify objects and indicate relations				Michael primarily
-Do responsibility driven design				
-Use abstraction of functions				
-Make some vague psuedo code				
Decide on assets				
-Style/ Source				
-Acquire said assets				
-Possibly use placeholders at first and upgrade later				
Website				
Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy primarily
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
General coordination of website				Poppy
Coding				
-Make it do				
-Translate psuedo into real and make good				

WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 | WEEK 7 | WEEK 8 | WEEK 9 | WEEK 10 | WEEK 11

M T W Th F (repeated for each week)

Date started: 16/11/2022

	To do/ doing	Done		

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
Talk to stakeholder				Everyone
-Acquire information from the hostage				Everyone
-Use information to formulate plan				Everyone
Method selection and planning				Owen/ Mo
Write up requirements in a more cohesive form				Tom/ Owen
Write risk assessment				Lucy Primarily
Design architecture				Joint team
-Make diagrams for how it will fit together/ work				
-Specify objects and indicate relations				Michael primarily
-Do responsibility driven design				
-Use abstraction of functions				
-Make some vague psuedo code				
Decide on assets				
-Style/ Source				
-Acquire said assets				
-Possibly use placeholders at first and upgrade later				
Website				
Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
- WASD controls				
- Pause button, P				
- Music on/off button, M				
Screens				
- Main Menu				
- Game Screen				
- Pause Screen				
- Credits screen				
- Tutorial Screen				
Tutorial				
- Extends Tutorial screen, displays gameplay description				
Credits				
- Extends Credits Screen, displays content usage and team members				
Music/Sounds				
- Background music				
- Main Menu music				
- Food sounds i.e. Burger frying noise				
- Timer noise - cooking, cooked, burnt				
- customer ready (a bell noise maybe?)				
Timers				
- Food cooking timer				
- Game timer (How long is left of the game session?)				

WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 | WEEK 7 | WEEK 8 | WEEK 9 | WEEK 10 | WEEK 11

	To do/ doing	Done		
Date started: 16/11/2022				

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
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Design architecture				Joint team
-Make diagrams for how it will fit together/ work				Primarily Tom/ Owen
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-Do responsibility driven design				
-Use abstraction of functions				
-Make some vague psuedo code				
Decide on assets				
-Style/ Source				
-Acquire said assets				
-Possibly use placeholders at first and upgrade later				
Website				
Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
- WASD controls				
- Pause button, P				
- Music on/off button, M				
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Timers				
- Food cooking timer				
- Game timer (How long is left of the game session?)				

WEEK 1, WEEK 2, WEEK 3, WEEK 4, WEEK 5, WEEK 6, WEEK 7, WEEK 8, WEEK 9, WEEK 10, WEEK 11
(days: M T W Th F)

					WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11

To do/ doing   Done

Date started: 16/11/2022

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
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-Use abstraction of functions				
-Make some vague psuedo code				
Decide on assets				
-Style/ Source				
-Acquire said assets				
-Possibly use placeholders at first and upgrade later				
Website				
Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
- WASD controls				
- Pause button, P				
- Music on/off button, M				
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- Game Screen				
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- Extends Tutorial screen, displays gameplay description				
Credits				
- Extends Credits Screen, displays content usage and team members				
Music/Sounds				
- Background music				
- Main Menu music				
- Food sounds i.e. Burger frying noise				
- Timer noise - cooking, cooked, burnt				
- customer ready (a bell noise maybe?)				
Timers				
- Food cooking timer				
- Game timer (How long is left of the game session?)				

These were realised to be not required for this bit of the project, so we dropped them

| | | | | | WEEK 1 | | | | | WEEK 2 | | | | | WEEK 3 | | | | | WEEK 4 | | | | | WEEK 5 | | | | | WEEK 6 | | | | | WEEK 7 | | | | | WEEK 8 | | | | | WEEK 9 | | | | | WEEK 10 | | | | | WEEK 11 | | | | |

Date started: 16/11/2022

To do/ doing | Done

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F	M	T	W	Th	F

Gantt Charting — Michael primarily

Talk to stakeholder — Everyone
-Acquire information from the hostage — Everyone
-Use information to formulate plan — Everyone

Method selection and planning — Owen/ Mo

Write up requirements in a more cohesive form — Tom/ Owen

Write risk assessment — Lucy Primarily

Design architecture — Joint team
-Make diagrams for how it will fit together/ work — Primarily Tom/ Owen
-Specify objects and indicate relations
-Do responsibility driven design
-Use abstraction of functions
-Make some vague psuedo code

Decide on assets
-Style/ Source
-Acquire said assets
-Possibly use placeholders at first and upgrade later

Website
Project brief — Poppy
Team Description — Poppy
Meeting notes — Owen / Poppy
Assessment 1 - Risk — Lucy / Poppy
Assessment 1 - Architecture
Assessment 1 - Requirements
Assessment 1 - Implementation — Michael? :)
Assessment 1 - Method planning — Owen/ Mo
Creating + Publishing Website — Poppy

Coding
Sprites
- Customers
- Chef 1
- Chef 2
- Burger
- Salad
- Pizza
- Jacket potatoes

Objects
- Burger
- Salad
- Pizza
- Jacket potatoes
- Chefs
- Customers

These were realised to be not required for this bit of the project, so we dropped them

Control system
- WASD controls
- Pause button, P
- Music on/off button, M

Screens
- Main Menu
- Game Screen
- Pause Screen
- Credits screen
- Tutorial Screen

Tutorial
- Extends Tutorial screen, displays gameplay description

Credits
- Extends Credits Screen, displays content usage and team members

Music/Sounds
- Background music
- Main Menu music
- Food sounds i.e. Burger frying noise
- Timer noise - cooking, cooked, burnt
- customer ready (a bell noise maybe?)

Timers
- Food cooking timer
- Game timer (How long is left of the game session?)

		To do/ doing	Done	

Date started: 16/11/2022

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
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-Style/ Source				
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Website				
Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
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- Music on/off button, M				
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- Food cooking timer				
- Game timer (How long is left of the game session?)				

Weeks header: WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 | WEEK 7 | WEEK 8 | WEEK 9 | WEEK 10 | WEEK 11 (each with M T W Th F)

[1]

		To do/ doing	Done			
Date started: 16/11/2022						

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
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Project brief				Poppy
Team Description				Poppy
Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza (Dead)				
- Jacket potatoes (Dead)				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
- WASD controls				
- Pause button, P				
- Music on/off button, M				
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- Main Menu				
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Timers				
- Food cooking timer				
- Game timer (How long is left of the game session?)				

Gantt chart timeline spanning Week 1 through Week 11.

These were realised to be not required for this bit of the project, so we dropped them

	To do/ doing	Done		
Date started: 16/11/2022				

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
Talk to stakeholder				Everyone
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Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza (Dead)				
- Jacket potatoes (Dead)				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
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- Game timer (How long is left of the game session?)				

Week headers: WEEK 1, WEEK 2, WEEK 3, WEEK 4, WEEK 5, WEEK 6, WEEK 7, WEEK 8, WEEK 9, WEEK 10, WEEK 11 (each with M, T, W, Th, F columns)

Note on Objects - Jacket potatoes: "These were realised to be not required for this bit of the project, so we dropped them"

					WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11

To do/ doing Done

Date started: 16/11/2022

TASK NAME	START DATE	END DATE	DURATION (WORK DAYS)	TEAM MEMBER
Gantt Charting				Michael primarily
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-Acquire information from the hostage				Everyone
-Use information to formulate plan				Everyone
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Design architecture				Joint team
-Make diagrams for how it will fit together/ work				Primarily Tom/ Owen
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Meeting notes				Owen / Poppy
Assessment 1 - Risk				Lucy / Poppy
Assessment 1 - Architecture				
Assessment 1 - Requirements				
Assessment 1 - Implementation				Michael? :)
Assessment 1 - Method planning				Owen/ Mo
Creating + Publishing Website				Poppy
Coding				
Sprites				
- Customers				
- Chef 1				
- Chef 2				
- Burger				
- Salad				
- Pizza (Dead)				
- Jacket potatoes (Dead)				
Objects				
- Burger				
- Salad				
- Pizza				
- Jacket potatoes				
- Chefs				
- Customers				
Control system				
- WASD controls				
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- Music on/off button, M				
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- Timer noise - cooking, cooked, burnt				
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Timers				
- Food cooking timer				
- Game timer (How long is left of the game session?)				

These were realised to be not required for this bit of the project, so we dropped them

[4]

We ran out of time/ decided this wasn't worth it

[1] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them

[2] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them

[3] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them

[4] We have certainly satisfactory screens however if we have time at the end, we might make effort to improve them