



CS 428 – PERT/GANTT REVIEW

FALL 2018 – BRUCE F. WEBSTER – 10/15/18

COMMENTS ON STATUS REPORTS

- I like them & will use them in CS 428 going forward
- All of you should be reviewing your team's status reports for both information and (when needed) corrections and additions
- Billable hours are now looking a bit low with just 4 weeks until first demo
 - Should be ~7 hours/week going forward
 - If someone's not pulling their weight, you need to fix it as a team and/or let me know

REMINDER: PURPOSE OF PERT/GANTT

- Appropriate estimation of tasks
- Thinking through all tasks that need to be done for the project
- Correctly identifying the project's critical path (and near-critical paths) at any give time

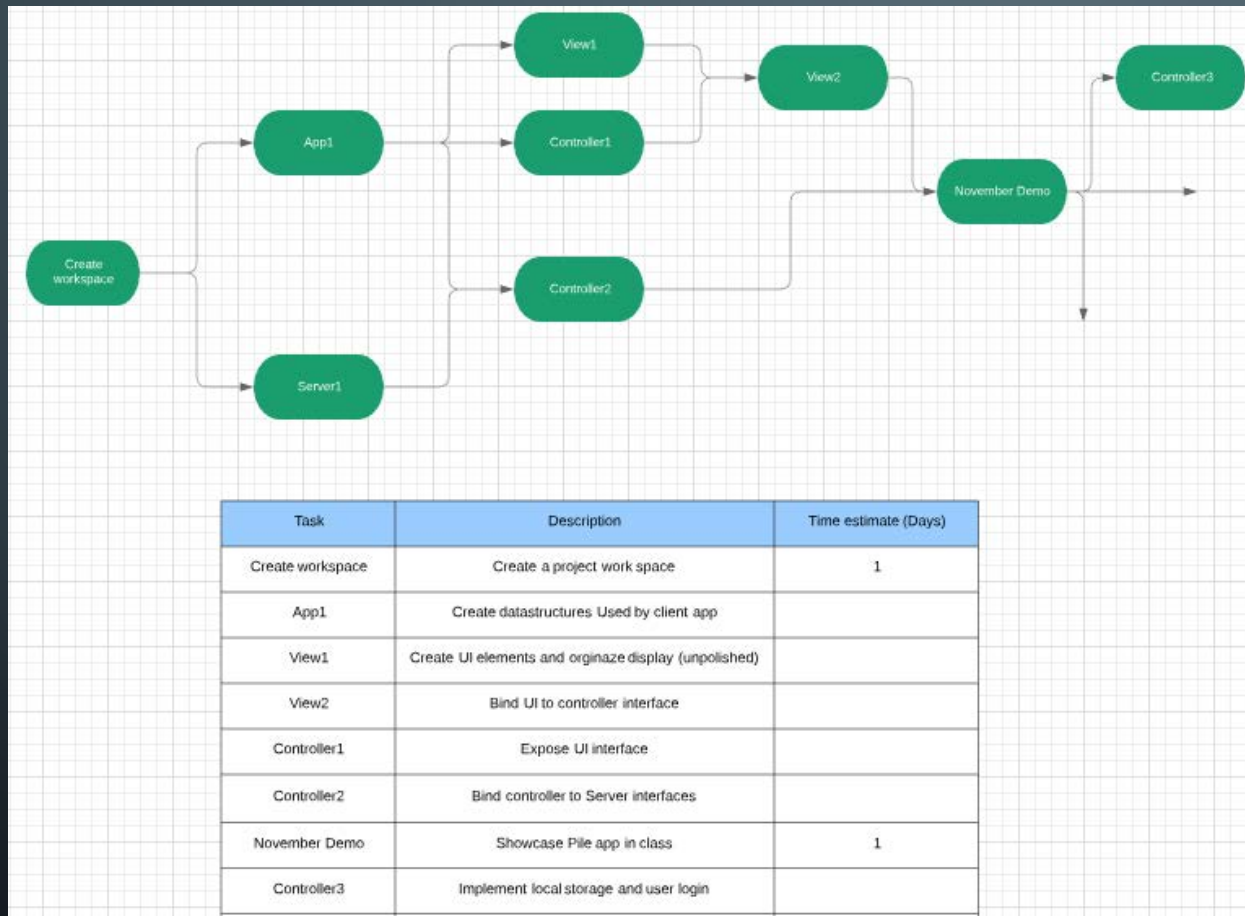
TRASH TALK

PERT: “please excuse the pdf format, MS Project exports weird.”

[LINK](#)

Gantt chart is also pretty big: [LINK](#)

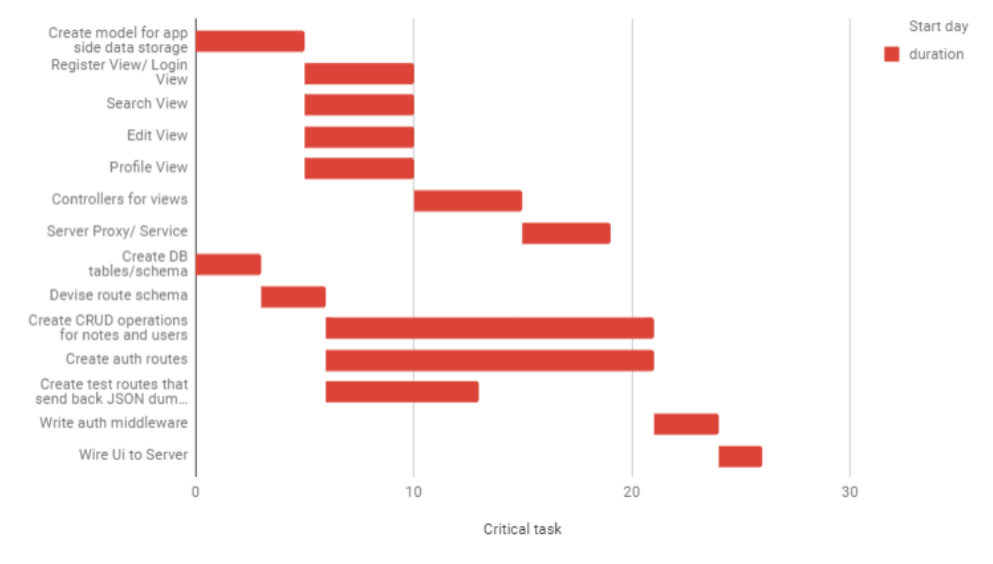
PILE: A SELF-ORGANIZING NOTES APP [[LINK](#)]



PILE: A SELF-ORGANIZING NOTES APP [[LINK](#)]

	start date	end date	Critical task
Frontend	10/15/18	10/20/18	Create model for app side data storage
	10/20/18	10/25/18	Register View/ Login View
	10/20/18	10/25/18	Search View
	10/20/18	10/25/18	Edit View
	10/20/18	10/25/18	Profile View
	10/25/18	10/30/18	Controllers for views
	10/30/18	11/3/18	Server Proxy/ Service
Backend	10/15/18	10/18/18	Create DB tables/schema
	10/18/18	10/21/18	Devise route schema
	10/21/18	11/5/18	Create CRUD operations for notes and users
	10/21/18	11/5/18	Create auth routes
	10/21/18	10/28/18	Create test routes that send back JSON dummy data (fake users and notes)
	11/5/18	11/8/18	Write auth middleware
	11/8/18	11/10/18	Wire Ui to Server

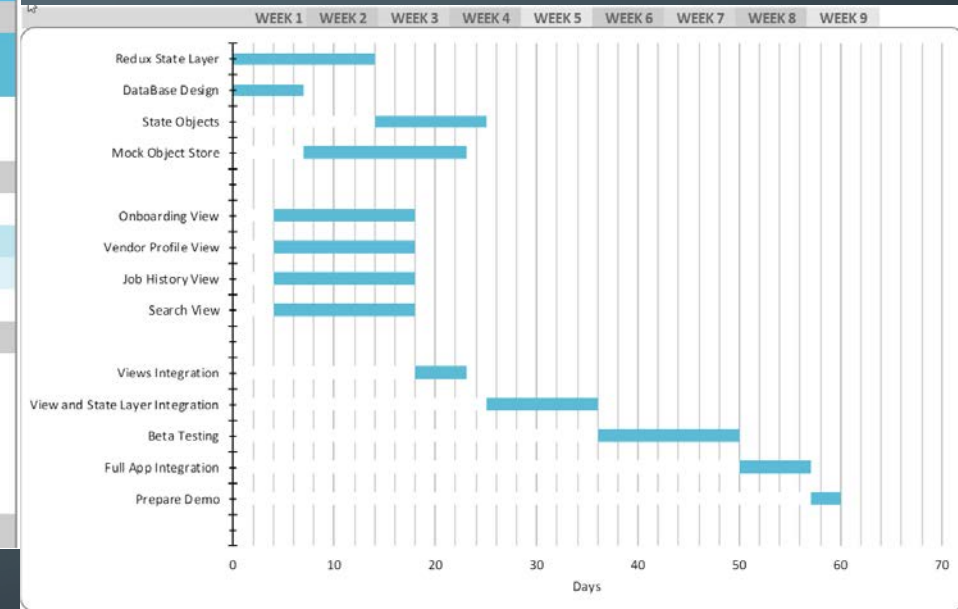
GANTT chart



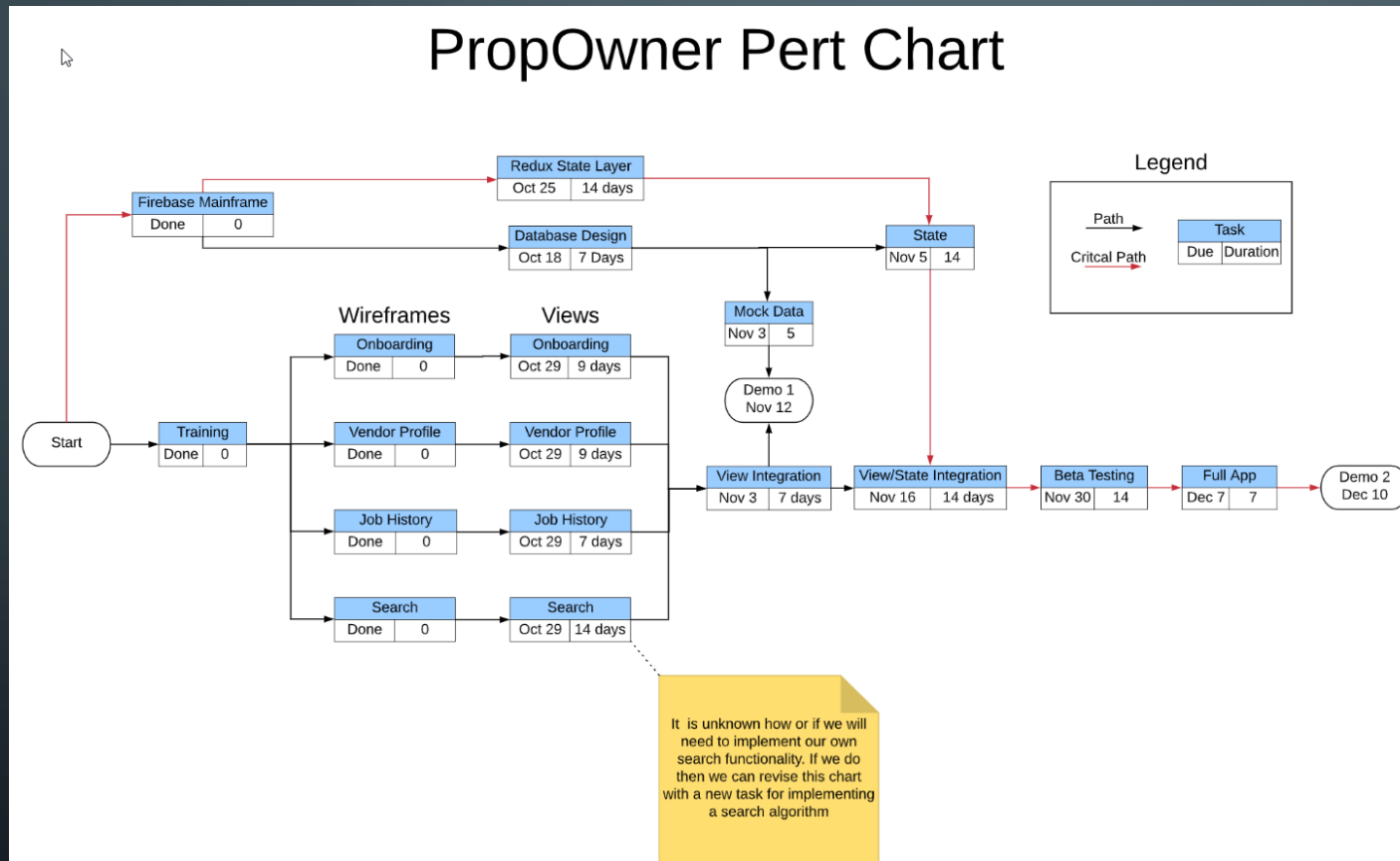
Critical task	Start day	duration
Create model for app side data storage	0	5
Register View/ Login View	5	5
Search View	5	5
Edit View	5	5
Profile View	5	5
Controllers for views	10	5
Server Proxy/ Service	15	4
Create DB tables/schema	0	3
Devise route schema	3	3
Create CRUD operations for notes and users	6	15
Create auth routes	6	15
Create test routes that send back JSON dum...	6	7
Write auth middleware	21	3
Wire Ui to Server	24	2

PROP OWNER [\[LINK\]](#)

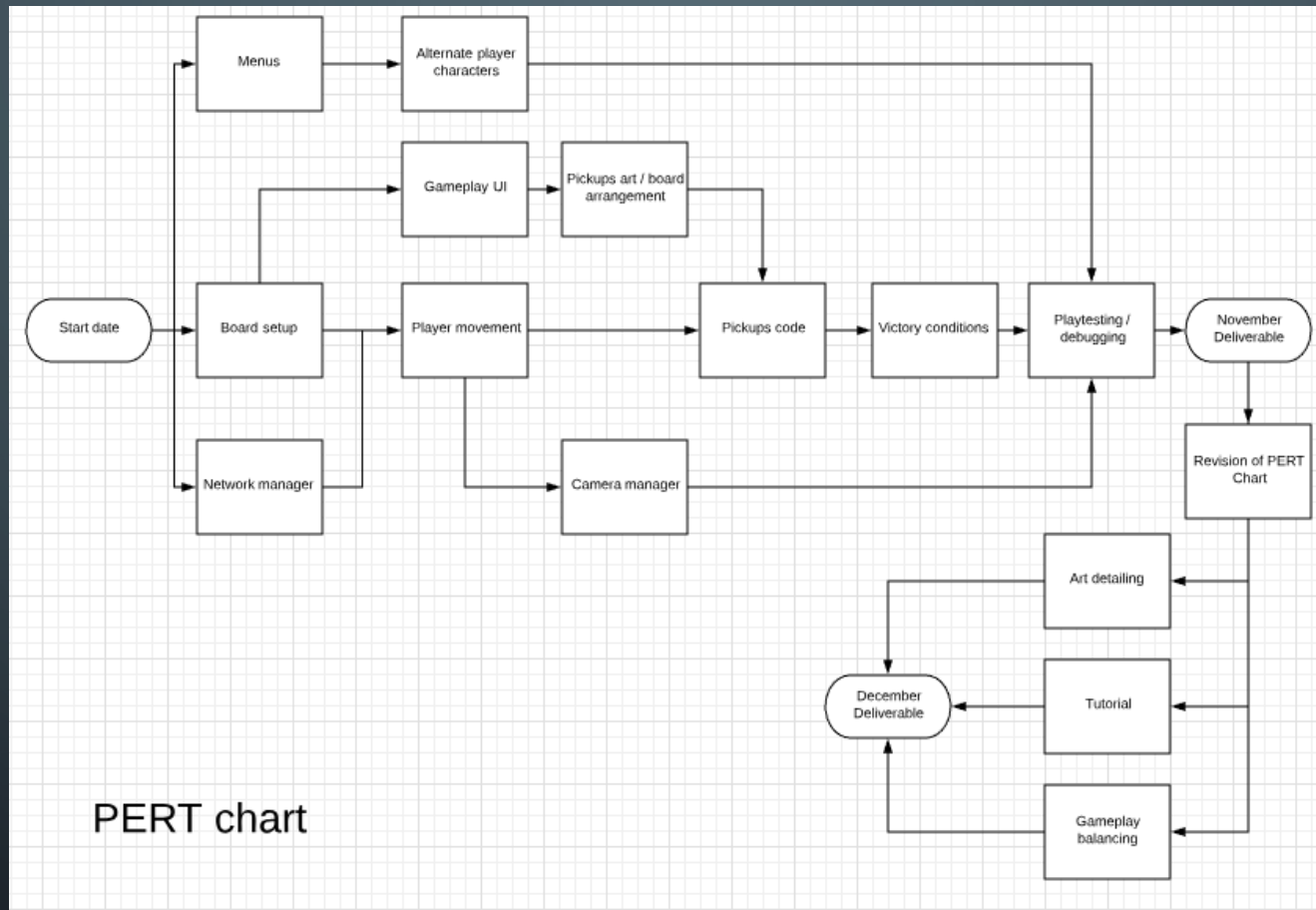
TASKNAME	START DATE	END DATE	START ON DAY*	DURATION* (WORK DAYS)	TEAM MEMBER	PERCENT COMPLETE
Backend						
Redux State Layer	10/11	10/25	0	14	Derb/David	50%
DataBase Design	10/11	10/18	0	7	Derb/David	50%
State Objects	10/25	11/5	14	11	Derb/David	0%
Mock Object Store	10/18	11/3	7	16	Derb/David	0%
Views						
Onboarding View	10/15	10/29	4	14	Ali	0%
Vendor Profile View	10/15	10/29	4	14	Austin/Autumn	20%
Job History View	10/15	10/29	4	14	Ileana	10%
Search View	10/15	10/29	4	14	David	0%
Integration and Testing						
Views Integration	10/29	11/3	18	5	Austin/Team	0%
Integration	11/5	11/16	25	11	David/Austin	0%
Beta Testing	11/16	11/30	36	14	Team	0%
Full App Integration	11/30	12/7	50	7	Team	0%
Prepare Demo	12/7	12/10	57	3	Derb	0%



PROP OWNER [[LINK](#)]



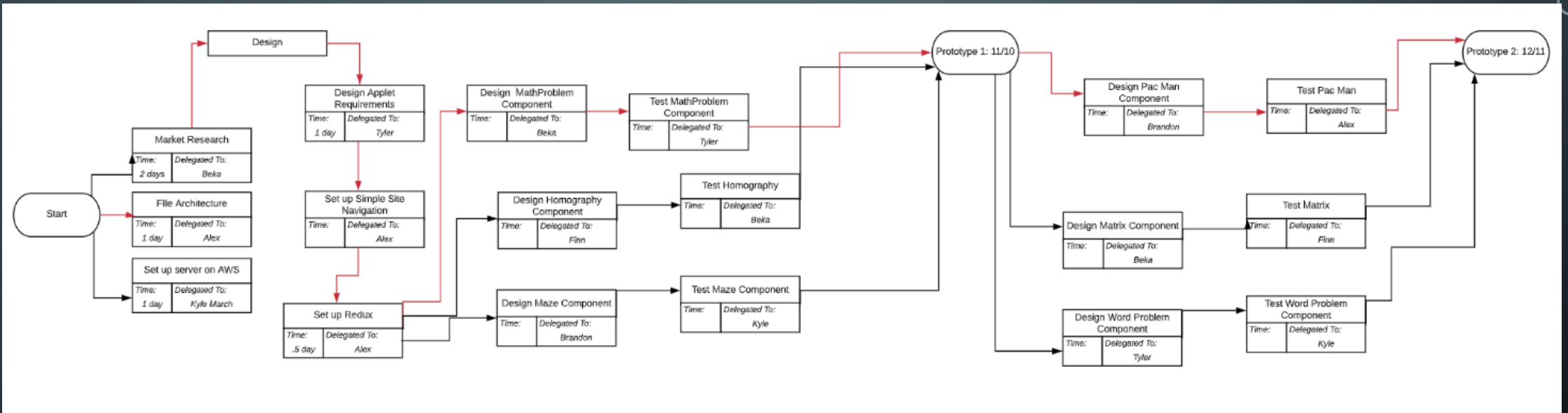
WACKY COMPETE-FOR-2ND GAME



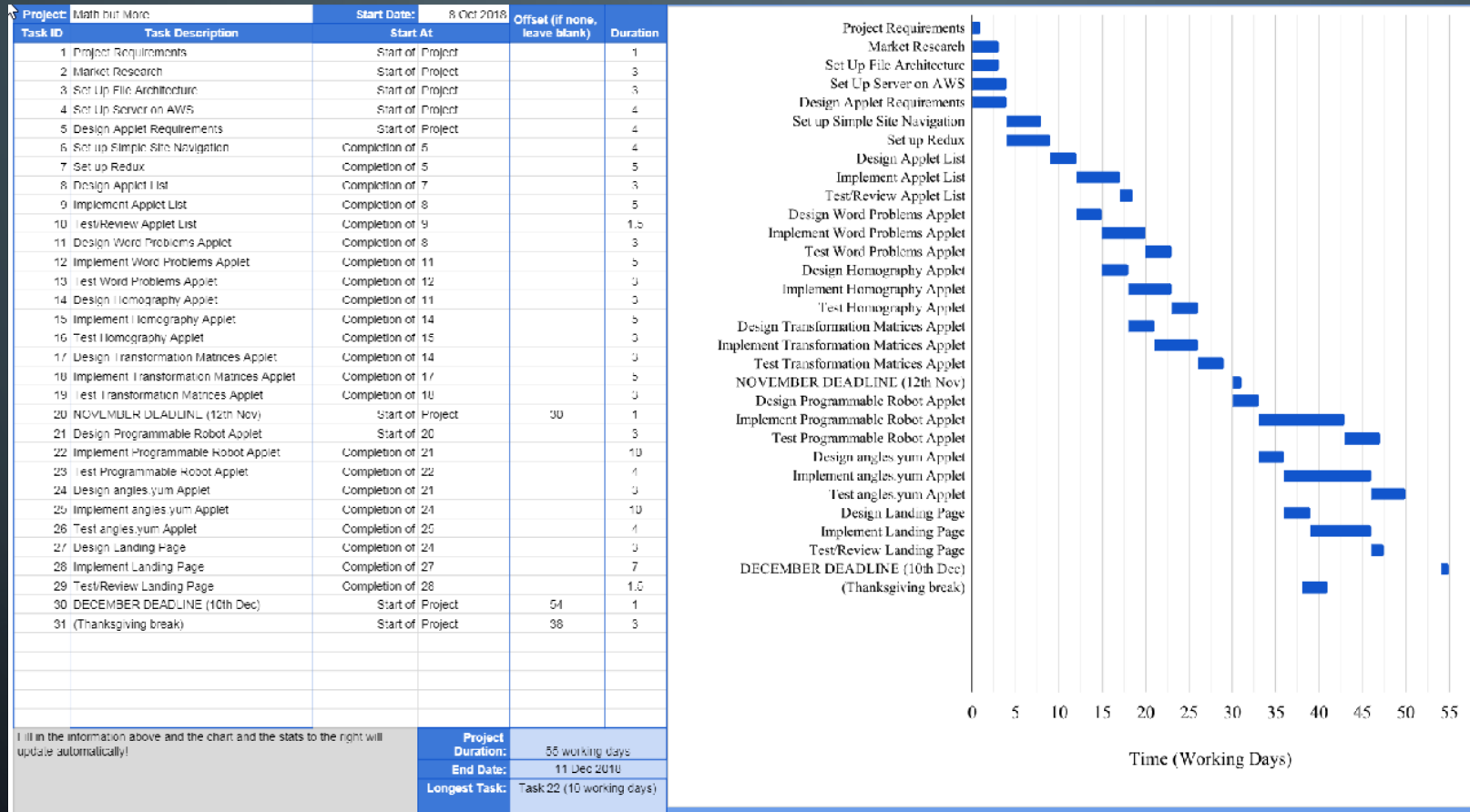
WACKY COMPETE-FOR-2ND GAME

Task	10/15	10/16	10/17	10/18	10/19	10/20	10/22	10/23	10/24	10/25	10/26	10/27	10/29	10/30	10/31	11/1	11/2	11/5	11/6	11/7	11/8	11/9	11/10	
Menus	Green	Green	Green	Green	Green																			
Board setup	Orange	Orange	Orange																					
Network manager	Red	Red	Red	Red	Red	Red	Red	Red																
Alt Player characters	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue	Blue															
Gameplay UI						Green	Green	Green	Green	Green	Green													
Player movement				Orange	Orange	Orange	Orange	Orange	Orange															
Camera manager									Red	Red	Red	Red	Red											
Pickups art / board arrangement										Blue	Blue	Blue	Blue	Blue	Blue	Blue								
Pickups code										Orange	Orange	Orange	Orange	Orange										
Victory conditions													Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
Playtesting / debugging																		Red	Red	Red	Red	Red	Red	Red

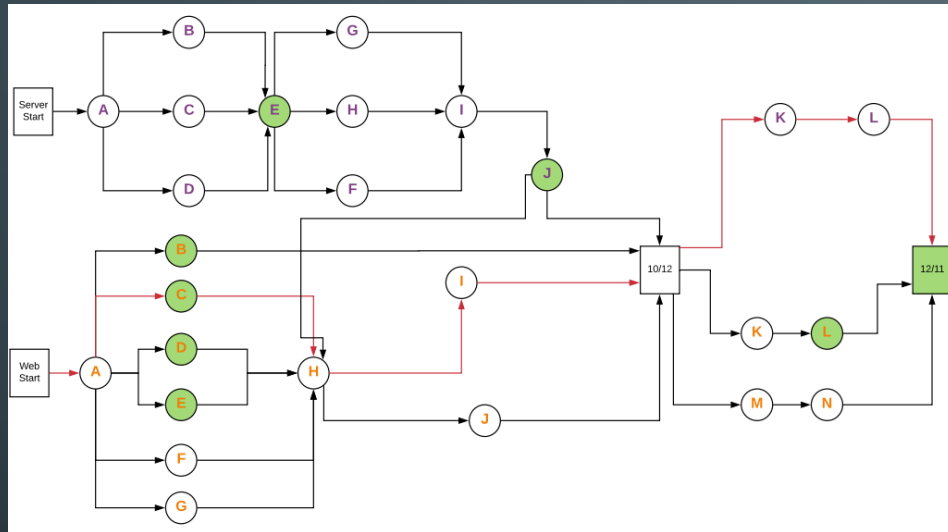
MATH BUT MORE [\[LINK\]](#)



MATH BUT MORE [\[LINK\]](#)



CLC PAINTING [\[LINK\]](#)

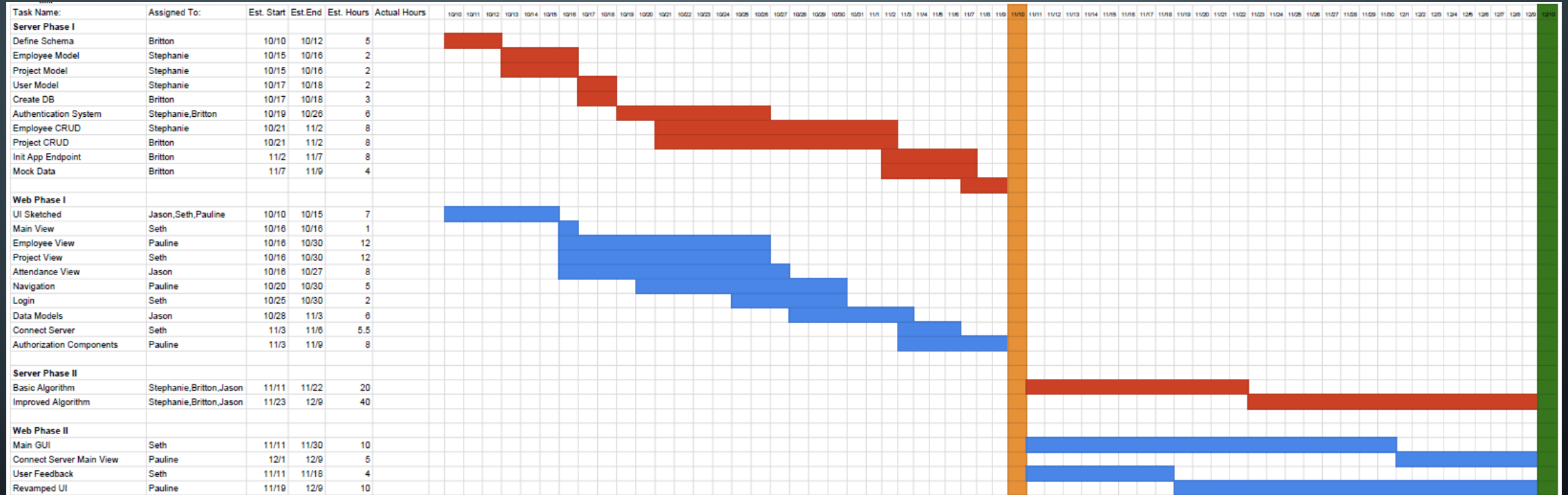


Client Side			
Node	Local Name	Description	Time
A	UI - sketch	Research and wireframes of views	7
B	UI - create main view	View in charge of algorithm (just a placeholder)	1
C	UI - create employee views	View in charge of employee CRUD	12
D	UI - project views	View in charge of project CRUD	12
E	UI - attendance view	View to	8
F	UI - login view	View to login	5
G	Navigation	Set up routes and navigation menu view	2
H	Data Models	Models on the client side	6
I	Auth Endpoints	Store authtokens, auto login	8
J	Connect to server	Connect the employee, project, attendance, and login view to the server	5
K	Main GUI	Finish main view	10
L	Connect to server	Connect the main view to the server	5
M	User feedback	Get user feedback about the views	4
N	Polished UI	Change views according to user feedback	10

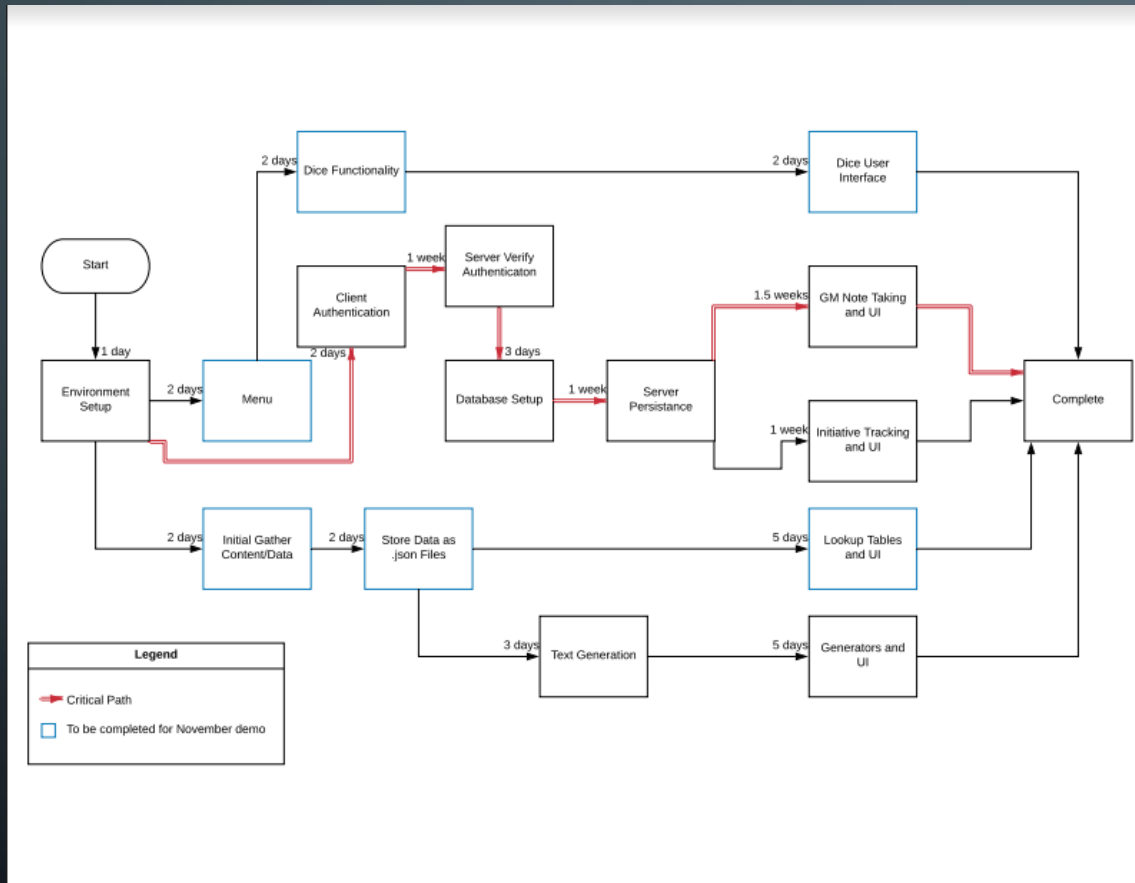
Server Side			
Node	Local Name	Description	Time
A	Define schema	Define the fields for our models	5
B	Employee model	Implement the employee model	2
C	Project model	Implement the project model	2
D	User model	Implement the user model	2
E	Create DB	Create the database with the proper schema	3
F	Authentication system	Create an authentication system	6
G	Employee CRUD	Create classes/methods for employee CRUD operations	8
H	Project CRUD	Create classes/methods for project CRUD operations	8
I	Define init app Endpoint	Create the endpoint that sends the correct project/employee data back based on the json request	8
J	Mock data	Generate mock data to be sent from the endpoints	4
K	Basic Algorithm	Create algorithm that sorts based on project specifications (how many people per project)	20
L	Improved Algorithm	Improve the algorithm to sort based on employee skills and preferences	40

Color	Description
Green	Milestones
Red	Critical Path
White	

CLC PAINTING [\[LINK\]](#)



GM TOOLS [[LINK](#)]

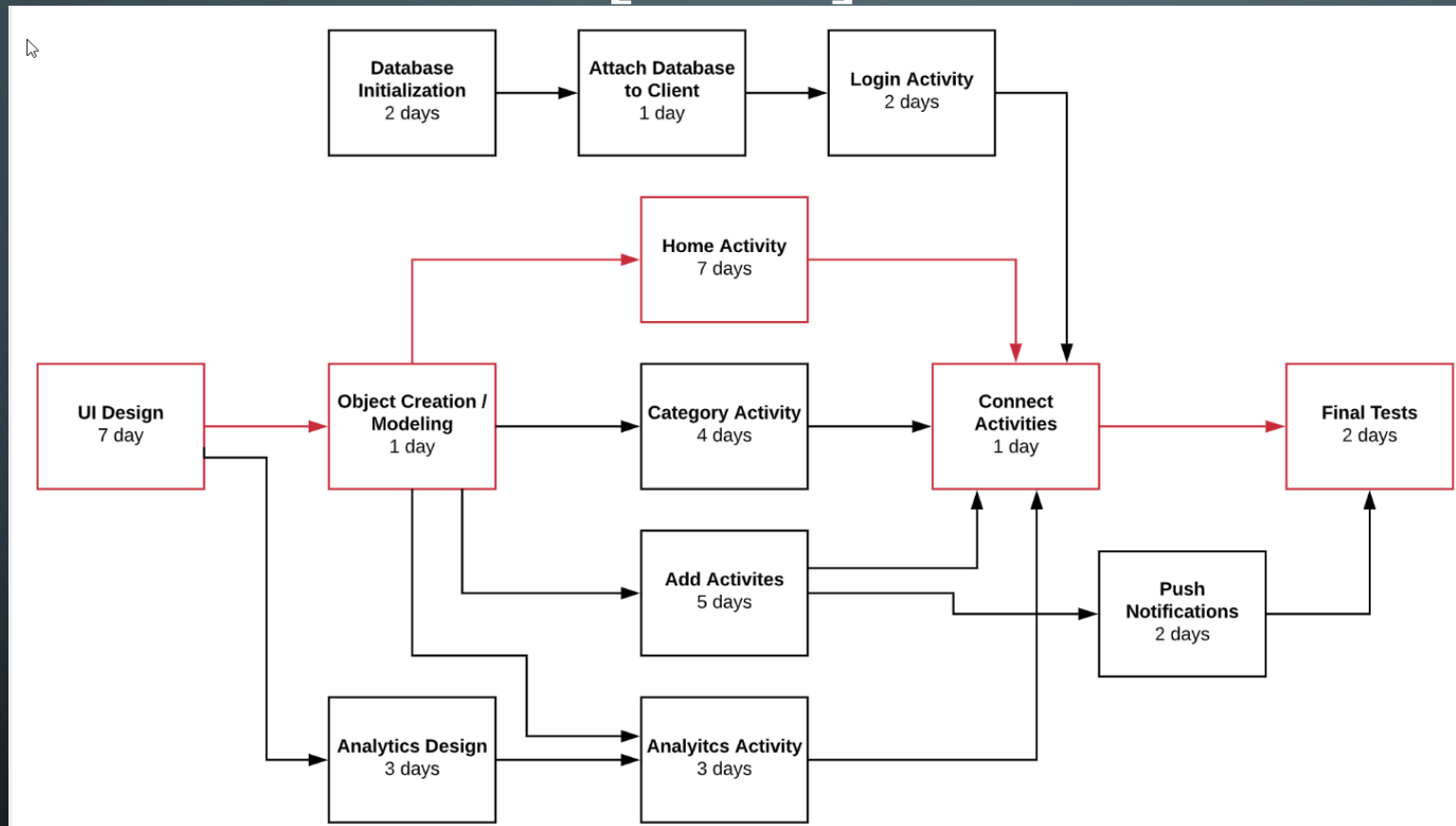


GM TOOLS [\[LINK\]](#)

Task	15-Sep	22-Sep	29-Sep	6-Oct	13-Oct	20-Oct	27-Oct	3-Nov	10-Nov	17-Nov	24-Nov	1-Dec	8-Dec
Environment Setup	█												
Requirement Gathering	█	█	█	█									
Menu				█									
Gather Content/Data				█	█								
Store Data as.json Files					█								
Lookup Tables						█							
Dice Functionality				█									
Dice User Interface				█									
Authentication				█									
Verify Authentication Server/Databas				█	█								

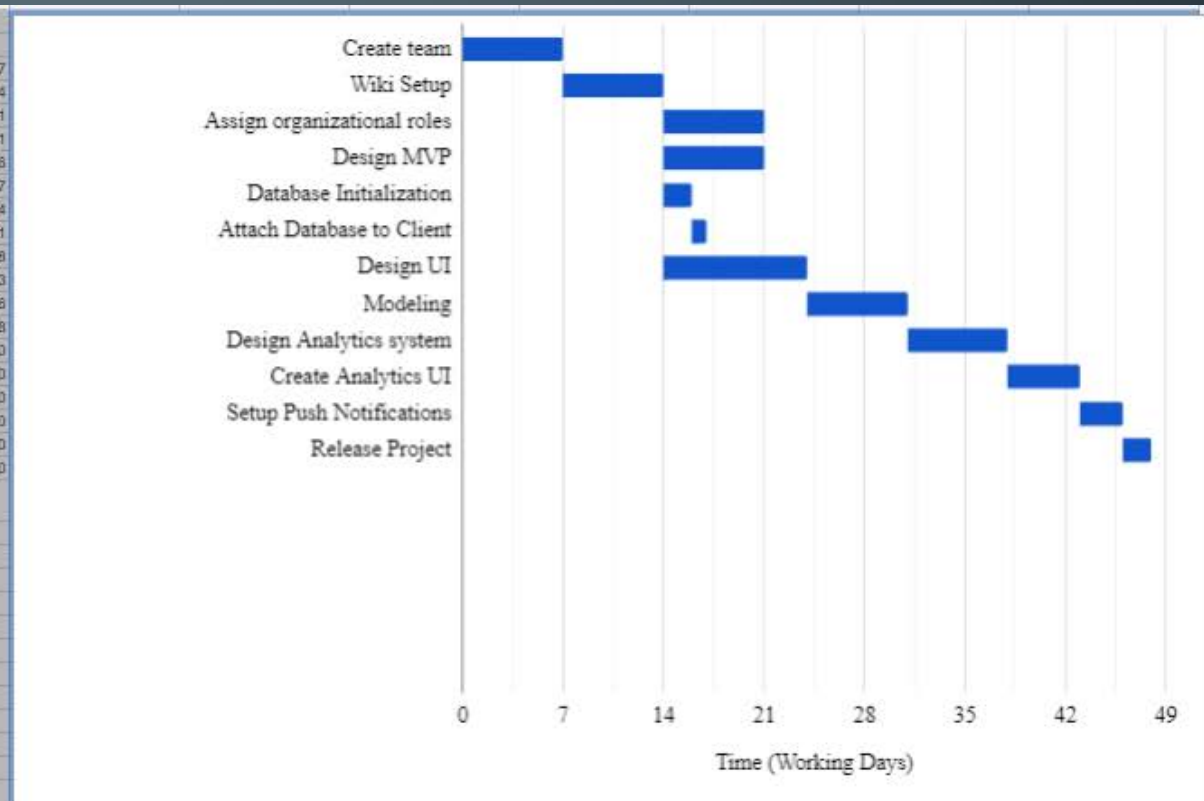
e					█	█	█						
Text Generation						█							
Generators and UI							█						
Initiative Tracking								█	█				
GM Note Taking and UI								█	█				
Automated Testing							█	█	█	█	█	█	
User Testing				█	█	█	█	█	█	█	█	█	
Completed													█

LIFE TRACKER [[LINK](#)]

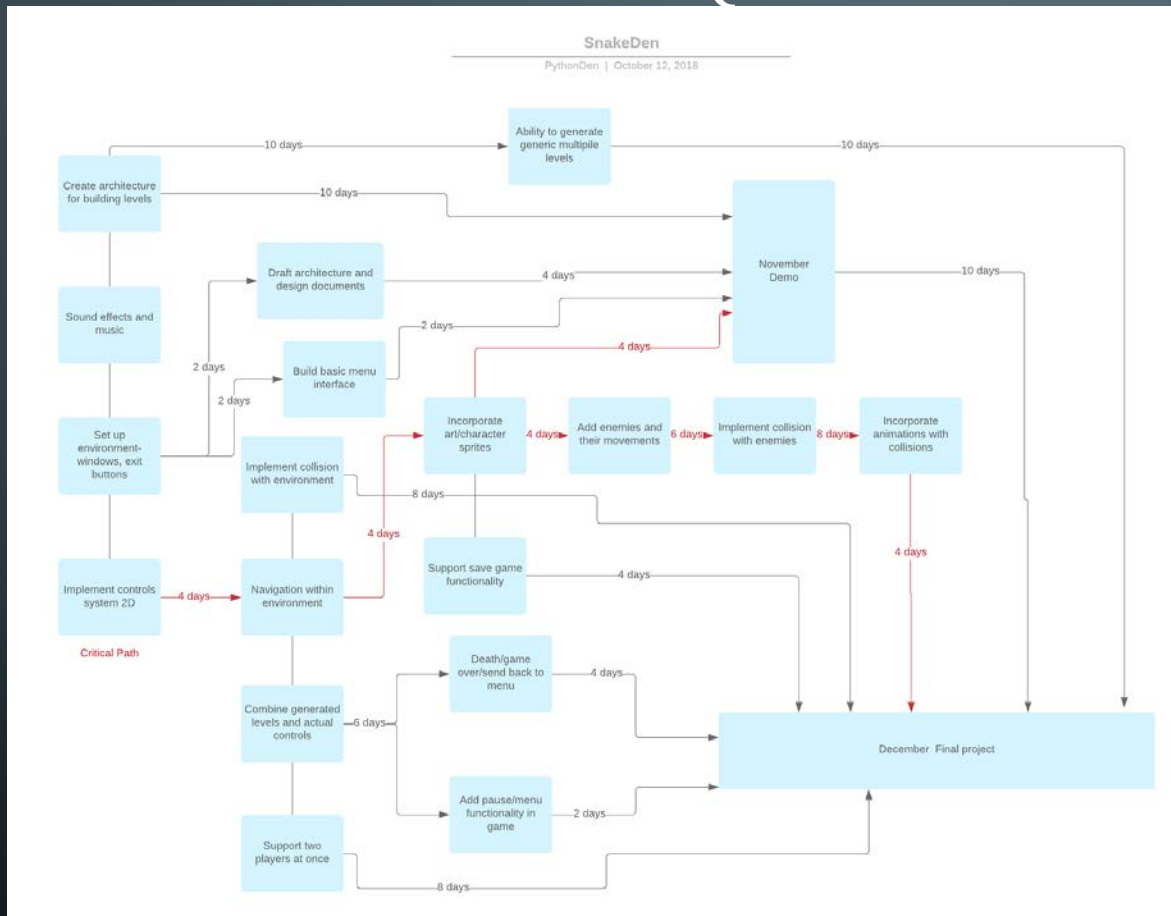


LIFE TRACKER [\[LINK\]](#)

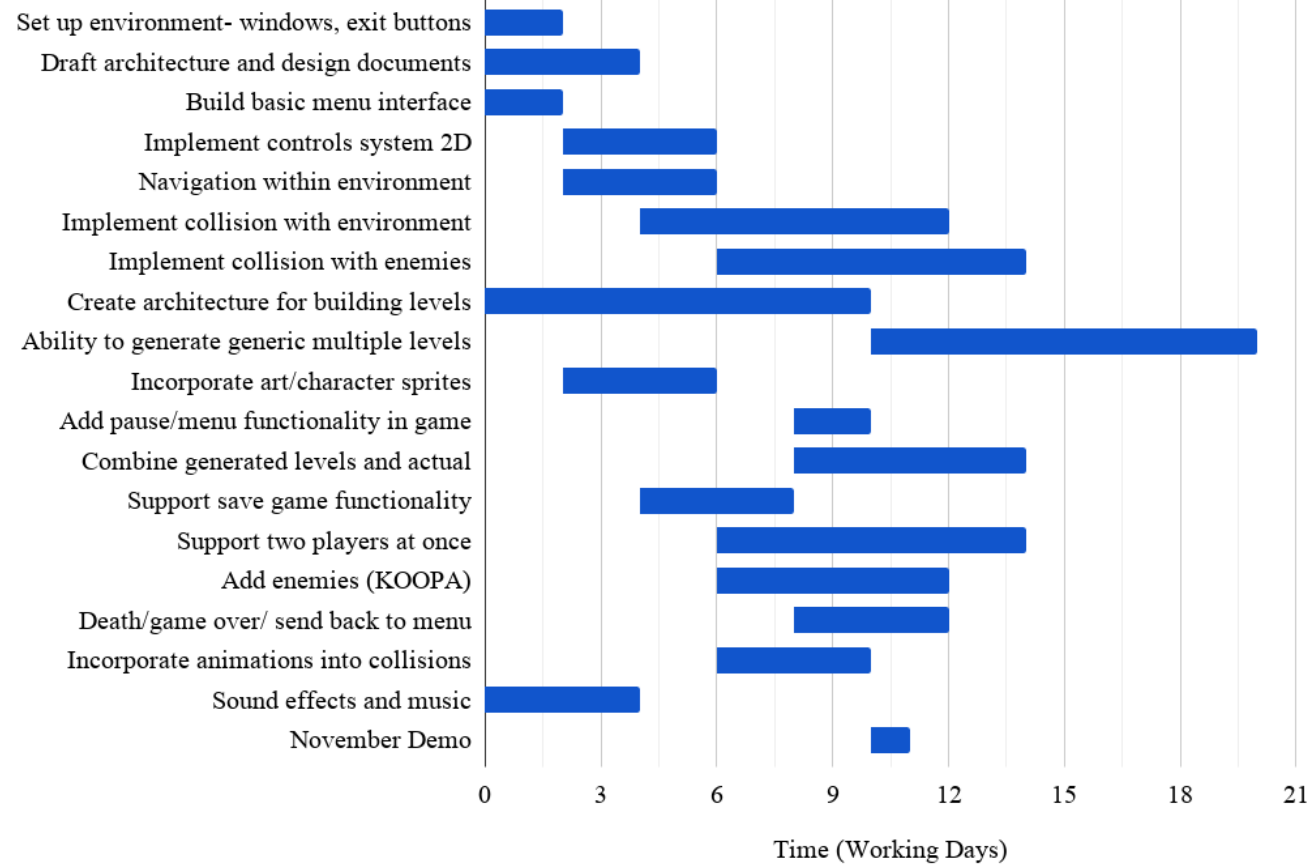
Project	Literature Review	Start Date:	10 Sep 2018	Offset (If none, leave blank)	Duration	Start time	End Time
Task ID	Task Description	Start At					
1	Create team	Start of Project			7	0	7
2	Wiki Setup	Completion of	1		7	7	14
3	Assign organizational roles	Completion of	2		7	14	21
4	Design MVP	Completion of	2		7	14	21
5	Database Initialization	Start of	3		2	14	16
6	Attach Database to Client	Completion of	5		1	16	17
7	Design UI	Start of	3		10	14	24
8	Modeling	Completion of	7		7	24	31
9	Design Analytics system	Completion of	8		7	31	38
10	Create Analytics UI	Completion of	9		5	38	43
11	Setup Push Notifications	Completion of	10		3	43	46
12	Release Project	Completion of	11		2	46	48
13		Completion of	Project		0	0	0
14		Completion of	Project		0	0	0
15		Completion of	Project		0	0	0
16		Start of	Project		0	0	0
						0	0
						0	0
Fill in the information above and the chart and the stats to the right will update automatically!		Project Duration:	48 working days				
		End Date:	16 Nov 2018				
		Longest Task:	Task 7 (10 working days)				



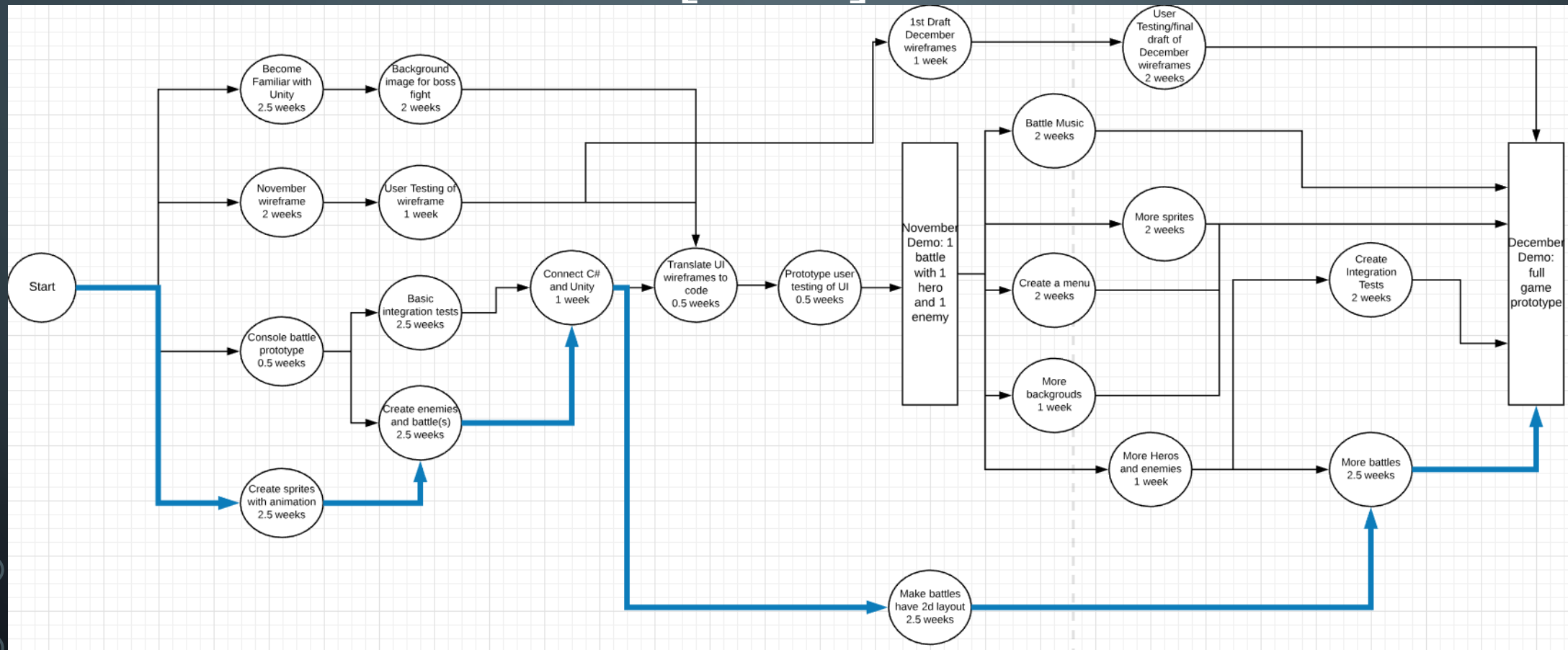
PYTHON GAMES (SNAKEDEN) [[LINK](#)]



PYTHON GAMES (SNAKEDEN) [[LINK](#)]

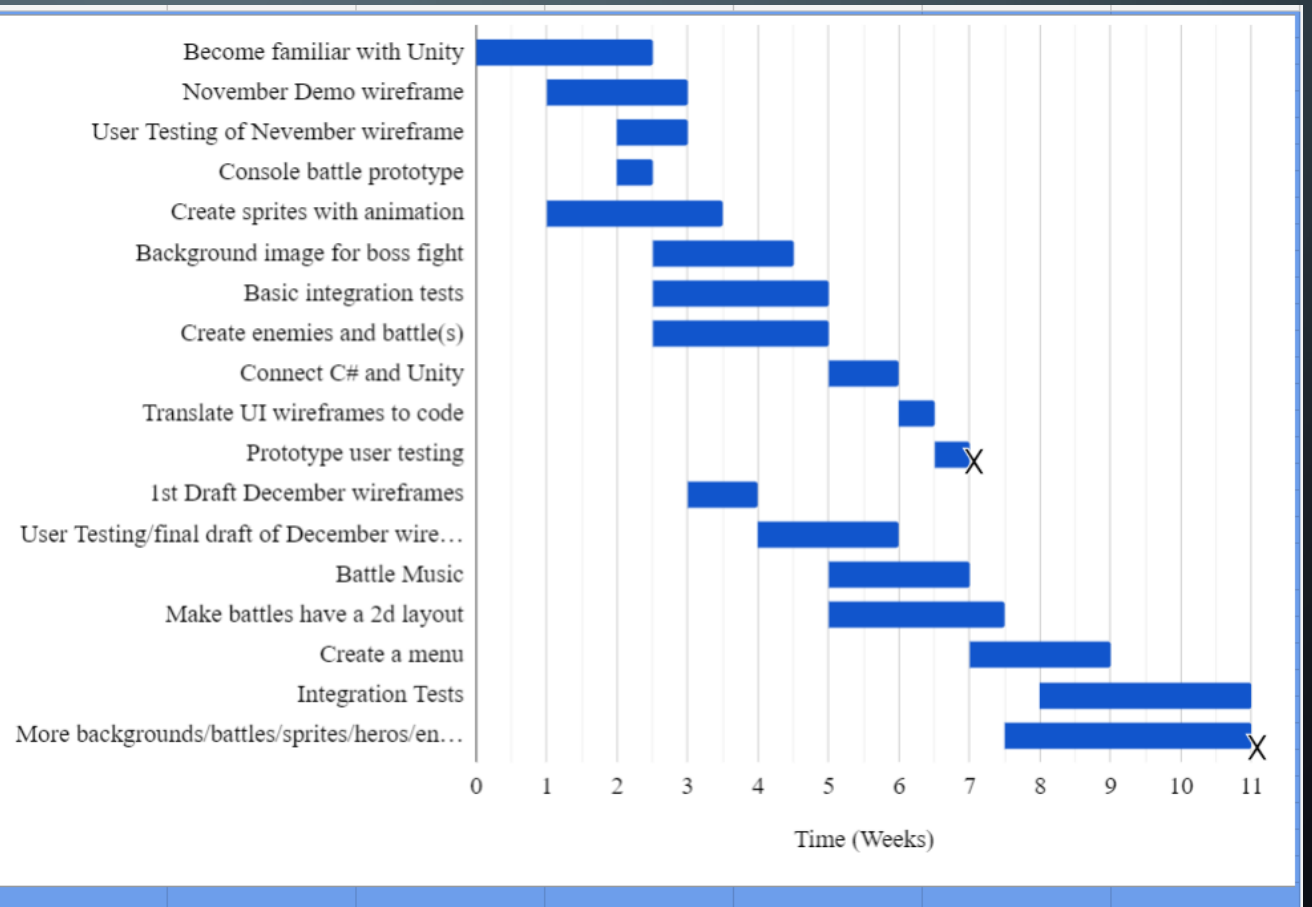


GAME: PUZZLE RPG [[LINK](#)]



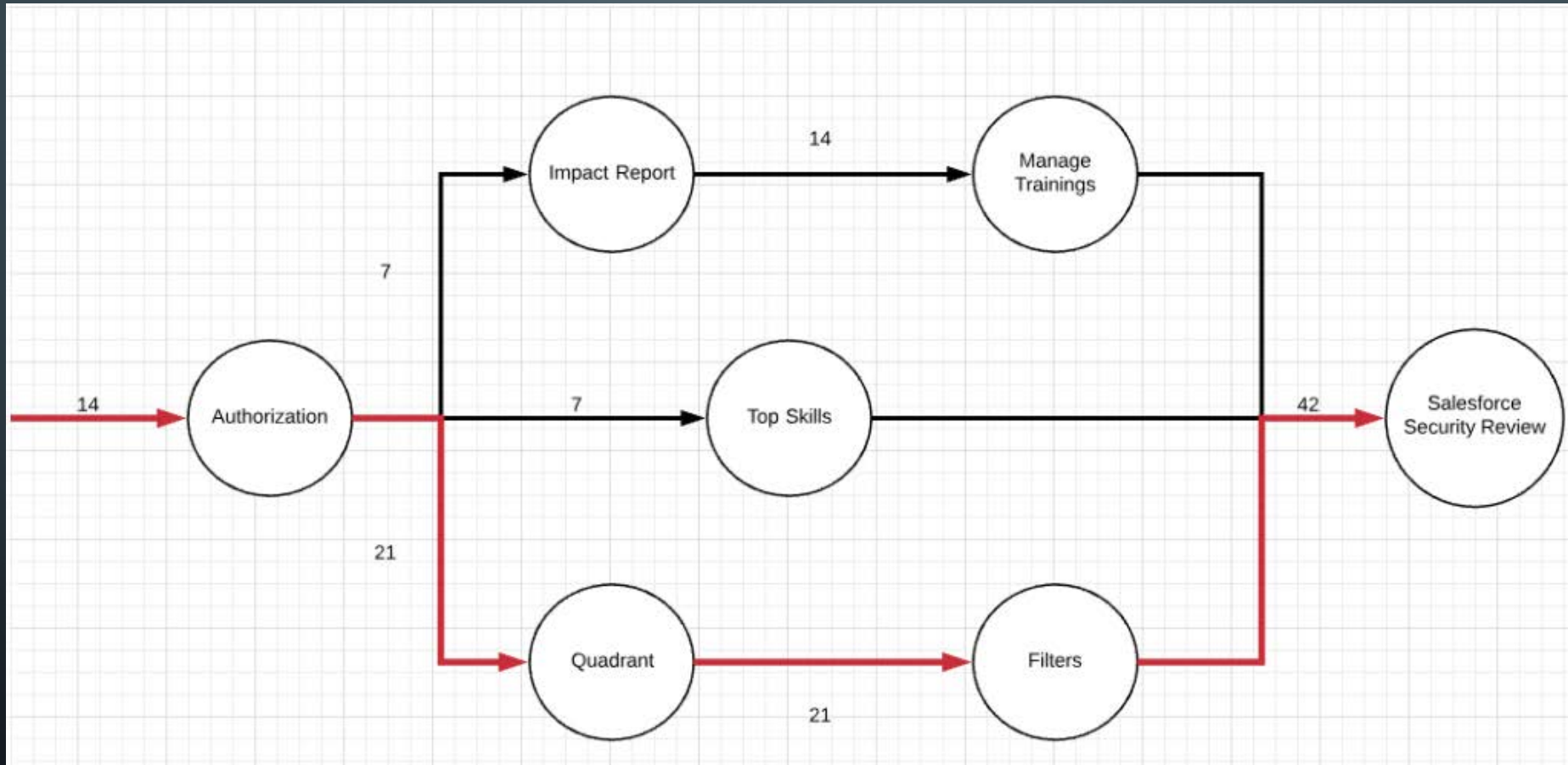
GAME: PUZZLE RPG [[LINK](#)]

Project:	Puzzle RPG prototype	Start Date:	24 Sep 2018	Offset (if none, leave blank)		Duration	
Task ID	Task Description	Start At					
1	Become familiar with Unity	Start of Project				2.5	
2	November Demo wireframe	Start of Project	1			2	
3	User Testing of November wireframe	Start of Project	2	1		1	
4	Console battle prototype	Start of Project	2			0.5	
5	Create sprites with animation	Start of Project	1			2.5	
6	Background image for boss fight	Completion of 1				2	
7	Basic integration tests	Completion of 4				2.5	
8	Create enemies and battle(s)	Completion of 4				2.5	
9	Connect C# and Unity	Completion of 8				1	
10	Translate UI wireframes to code	Completion of 9				0.5	
11	Prototype user testing	Completion of 10				0.5	
12	1st Draft December wireframes	Completion of 3				1	
13	User Testing/final draft of December wireframes	Completion of 12				2	
14	Battle Music	Completion of 8				2	
15	Make battles have a 2d layout	Completion of 8				2.5	
16	Create a menu	Completion of 11				2	
17	Integration Tests	Completion of 11	1			3	
18	More backgrounds/battles/sprites/heros/enem...	Completion of 15				3.5	

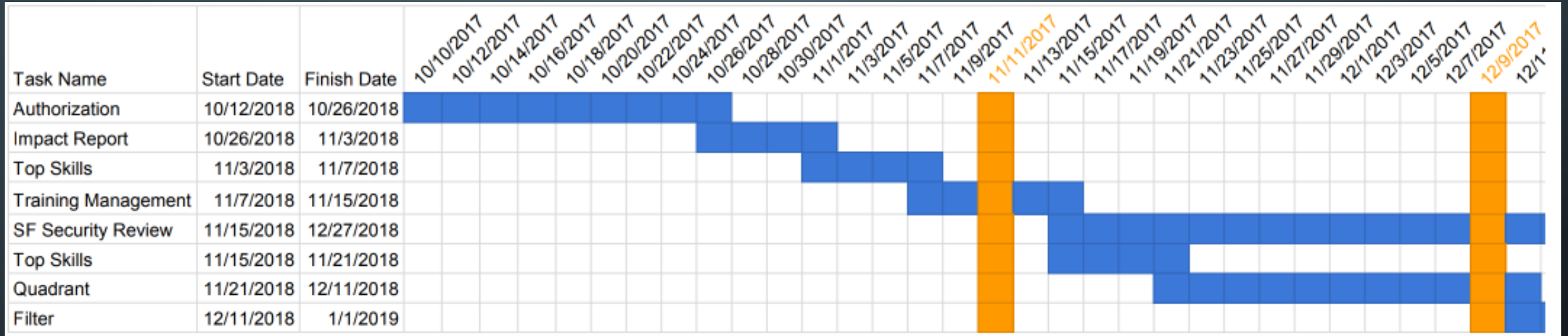


X on the chart indicates a Demo

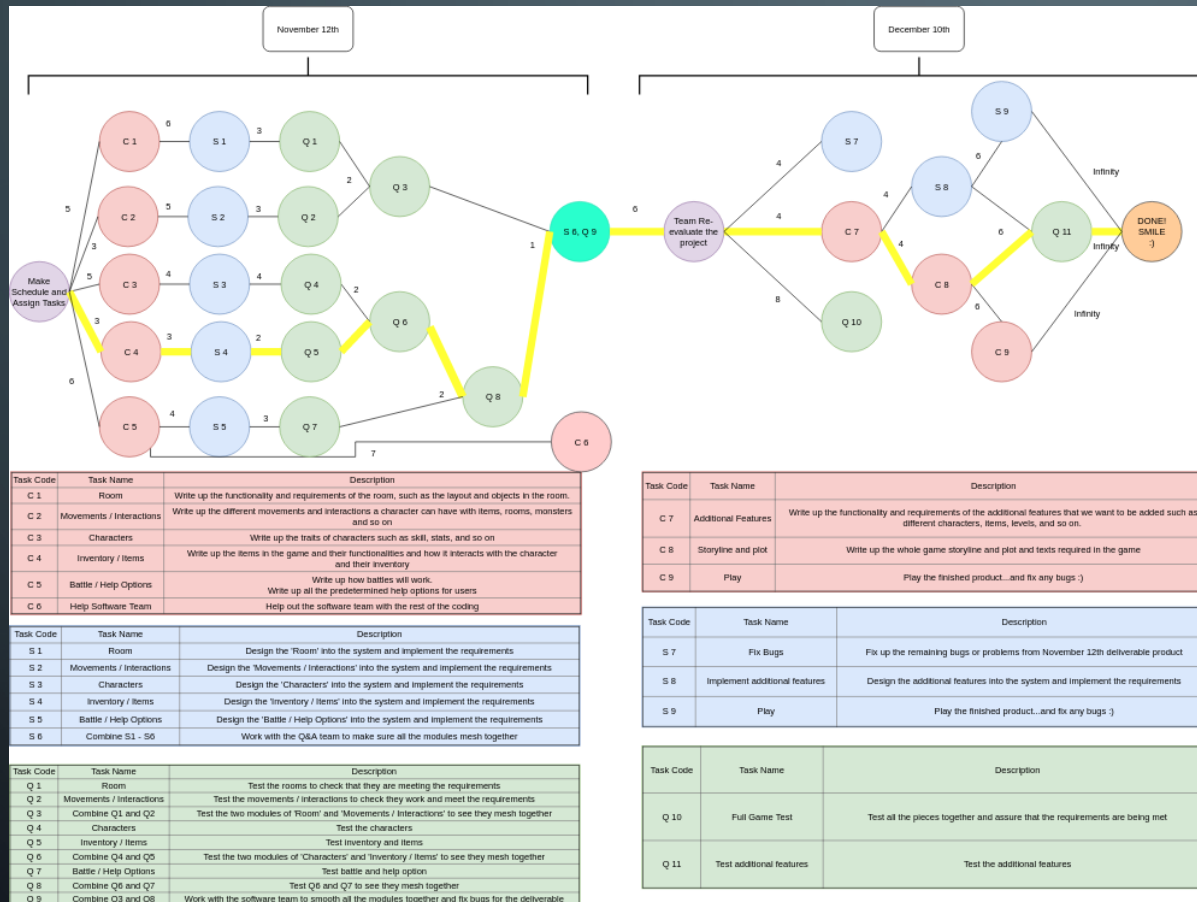
DATA ANALYTICS TOOL [[LINK](#)]



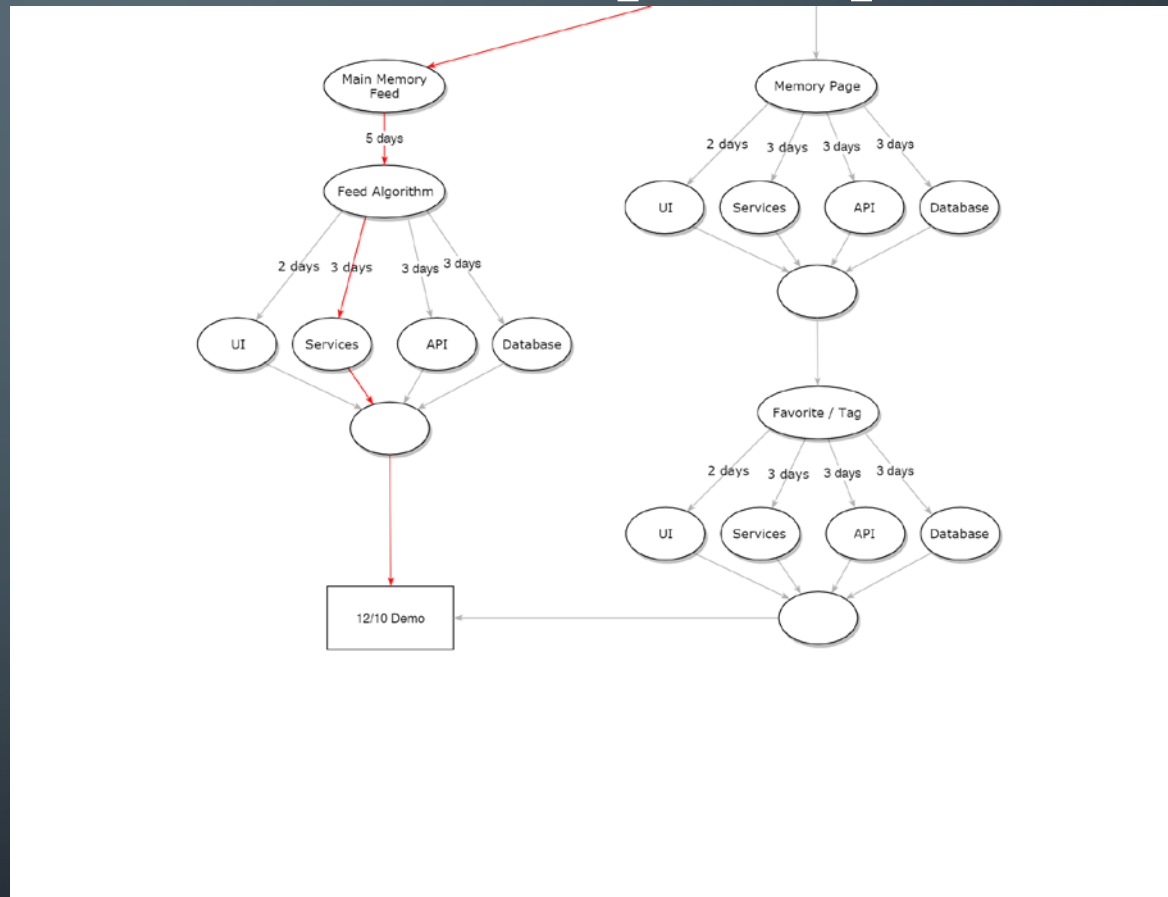
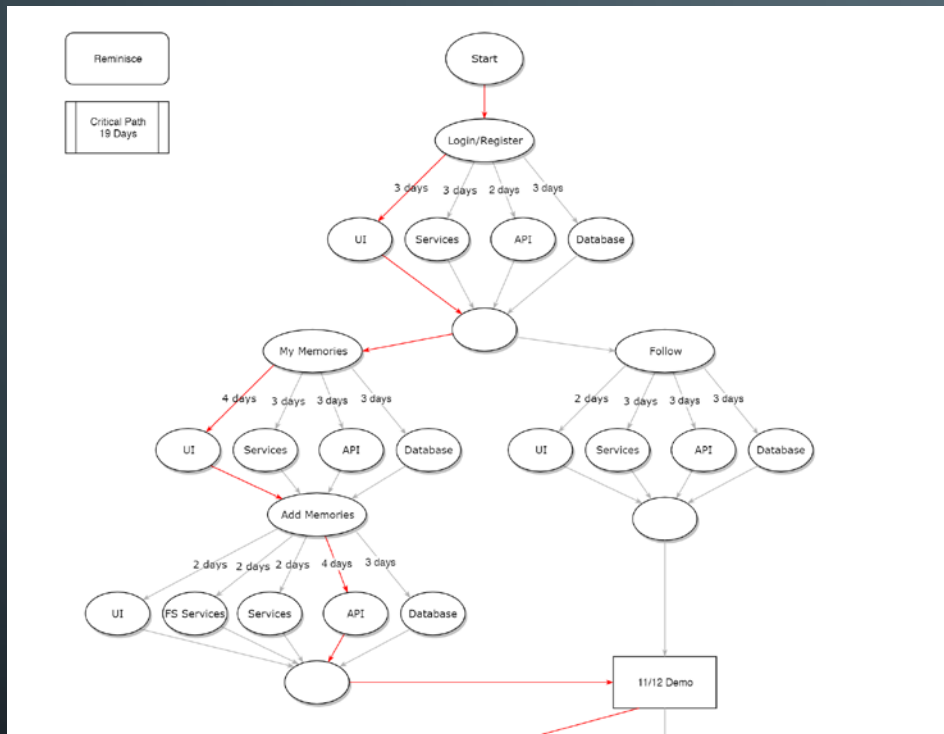
DATA ANALYTICS TOOL [[LINK](#)]



TEXT-BASED ADVENTURE GAME [LINK]



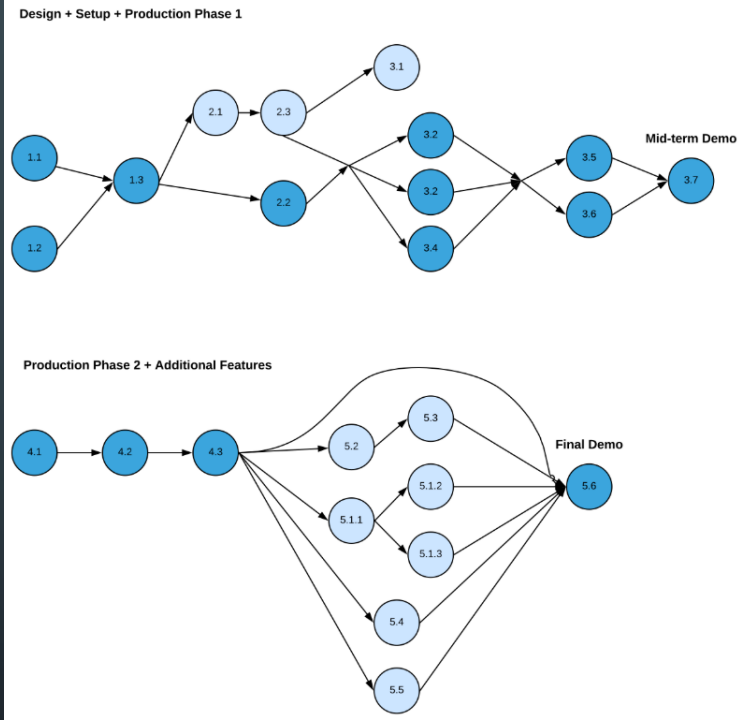
SOCIAL MEDIA FOR FAMILY EVENTS [\[LINK\]](#)



SOCIAL MEDIA FOR FAMILY EVENTS [\[LINK\]](#)

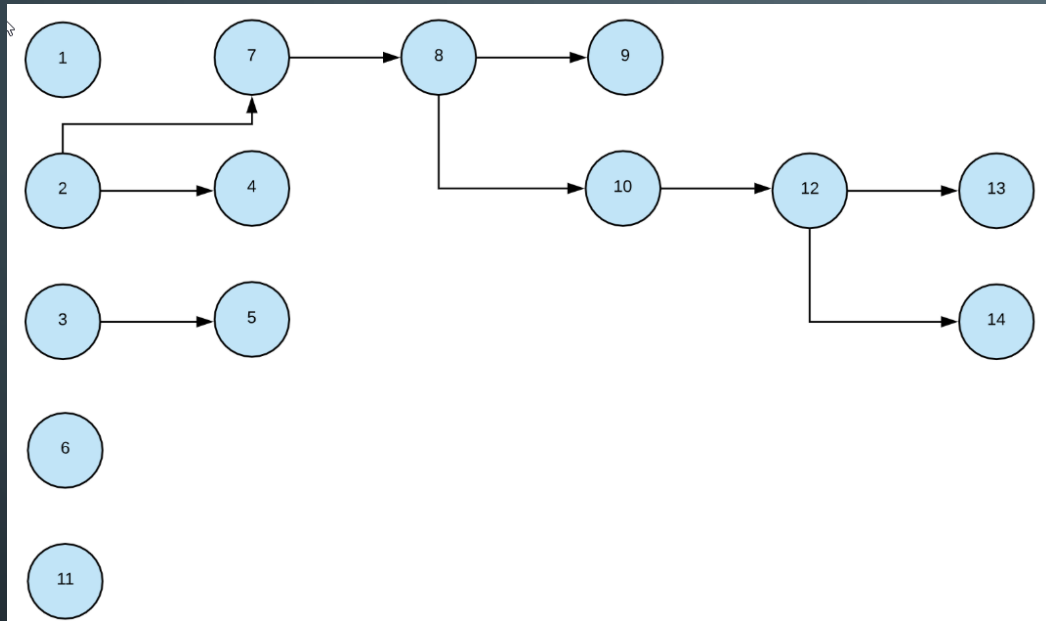
WEB NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	PCT OF TASK COMPLETE	PHASE ONE				PHASE THREE			Post-Mortem
							10/14-10/20	10/21-10/27	10/28-11/03	11/4-11/10	11/11-11/17	11/18-11/24	11/25-12/01	12/02-12/08
1	Project Management													
1.1	Organization Chart	Ben G	9/22/18	9/28/18	1	100%								
1.2	Requirements	Ben G	9/29/18	10/6/18	1	100%								
1.3	PERT / Gantt Charts	Ben G	10/7/18	10/13/18	1	100%								
1.4	Architecture / Design Documents	Ben G	10/14/18	10/20/18	1	0%								
1.5	Test / QA Documents	Ben G	10/21/18	10/27/18	1	0%								
1.6	GDPR Research	Ben G	10/28/18	11/10/18	2	0%								
2	Login/Register with FamilySearch													
2.1	User Interface	Jeremy H	10/14/18	10/20/18	1	50%								
2.2	Services	Ben G	10/14/18	10/20/18	1	0%								
2.3	Endpoints	Ryan M	10/14/18	10/20/18	1	70%								
2.4	Database	Mike C	10/14/18	10/20/18	1	0%								
3	My Memories													
3.1	User Interface	Jeremy H	10/21/18	10/27/18	1	0%								
3.2	Services	Ben G	10/21/18	10/27/18	1	0%								
3.3	Endpoints	Ryan M	10/21/18	10/27/18	1	0%								
3.4	Database	Mike C	10/21/18	10/27/18	1	0%								
4	Follow													
4.1	User Interface	Jeremy H	10/28/18	11/3/18	1	0%								
4.2	Services	Ben G	10/28/18	11/3/18	1	0%								
4.3	Endpoints	Ryan M	10/28/18	11/3/18	1	0%								
4.4	Database	Mike C	10/28/18	11/3/18	1	0%								
5	Add Memories													
5.1	User Interface	Jeremy H	11/4/18	11/10/18	1	0%								
5.2	Services for FamilySearch	Ben G	11/4/18	11/10/18	1	0%								
5.3	Services for Reminisce	Ben G	11/4/18	11/10/18	1	0%								
5.4	Endpoints	Ryan M	11/4/18	11/10/18	1	0%								
5.5	Database	Mike C	11/4/18	11/10/18	1	0%								
6	Main Memory Feed													
6.1	Feed Algorithm	Ben G	11/11/18	11/17/18	1	0%								
6.2	User Interface	Jeremy H	11/18/18	11/24/18	1	0%								
6.3	Services	Ben G	11/18/18	11/24/18	1	0%								
6.4	Endpoints	Ryan M	11/18/18	11/24/18	1	0%								
6.5	Database	Mike C	11/18/18	11/24/18	1	0%								
7	Memory Page													
7.1	User Interface	Jeremy H	11/25/18	12/1/18	1	0%								
7.2	Services	Ben G	11/25/18	12/1/18	1	0%								
7.3	Endpoints	Ryan M	11/25/18	12/1/18	1	0%								
7.4	Database	Mike C	11/25/18	12/1/18	1	0%								
8	Favorite / Tag													
8.1	User Interface	Jeremy H	12/2/18	12/8/18	1	0%								
8.2	Services	Ben G	12/2/18	12/8/18	1	0%								
8.3	Endpoints	Ryan M	12/2/18	12/8/18	1	0%								
8.4	Database	Mike C	12/2/18	12/8/18	1	0%								

PARK ME! [\[LINK\]](#)



PROJECT TITLE Backend Development					TEAM NAME ParkMe																								
WBS NUMBER	TASK TITLE	START DATE	DUE DATE	DURATION (DAY)	PHASE ONE							PHASE TWO																	
					WEEK 1: 10/15-19	WEEK 2: 10/22-26	WEEK 3: 10/29-31	WEEK 4: 11/5-9	WEEK 5: 11/12-16	WEEK 6: 11/19-23	WEEK 7: 11/26-30	WEEK 8: 12/3-7	WEEK 9: 12/10-14																
					M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F
1	Design																												
1.1	Design backend architecture	10/15/18	10/19/18	5																									
1.2	Backend dataflow diagram	10/15/18	10/19/18	5																									
1.3.1	Firebase schema	10/22/18	10/23/18	2																									
1.3.2	Design Firebase DAO	10/22/18	10/23/18	2																									
2	Setup																												
2.1	Setup and deploy EC2 instance	10/24/18	10/24/18	1																									
2.2	Setup Firebase	10/24/18	10/26/18	3																									
2.3	Setup Node.js/Express on server	10/25/18	10/26/18	2																									
3	Production Phase 1																												
3.1	Dummy data generator	10/29/18	10/31/18	3																									
3.2	API - Display listings	10/29/18	11/2/18	5																									
3.3	API - Add listing	10/29/18	11/2/18	5																									
3.4	API - View specific listing	10/29/18	11/2/18	5																									
3.5	API - Reserve parking spot	11/5/18	11/9/18	5																									
3.6	API - Delete parking spot reservation	11/5/18	11/9/18	5																									
3.7	Mid-point Demo	11/12/18	11/12/18	1																									
4	Production Phase 2.1: Relational Database																												
4.1	Setup relational database	11/12/18	11/16/18	5																									
4.2	Relational database schema	11/12/18	11/16/18	5																									
4.3	Design relational database DAO	11/12/18	11/16/18	5																									
5	Production Phase 2.2: Additional Features																												
5.1.1	Refactor to allow users	11/26/18	11/30/18	5																									
5.1.2	API - User signup	11/26/18	11/30/18	5																									
5.1.3	API - User authentication	11/26/18	11/30/18	5																									
5.2	API - reserve specific time for parking spot	12/3/18	12/7/18	5																									
5.3	API - hosts are able to restrict availability	12/3/18	12/7/18	5																									
5.4	Upload/Store images in S3	12/3/18	12/7/18	5																									
5.5	API - Search algorithms to filter results	12/3/18	12/17/18	15																									
5.7	Final Demo	12/10/18	12/10/18	1																									

PARK ME! [\[LINK\]](#)



Project ID	Literature Review	Start Date	8 Oct 2018	Onset (if none, leave blank)	Duration	Start time	End Time
Task ID	Task Description	Start At					
1	Design Architecture	Start of Project			5	0	5
2	Design View for Listings List (View)	Start of Project	2	5	2	2	7
3	Design Listing Card (Component)	Start of Project	2	4	2	2	6
4	Populate List from API Call	Completion of 2			5	7	12
5	Add Availability functionality to Listing Card	Completion of 3			5	6	11
6	Design View for Create Listing (View)	Start of Project			5	2	7
7	Add ToolBar to List View (Component)	Completion of 2	2	5	7	12	
8	Add "add listing" to ToolBar	Completion of 7			3	12	15
9	Add "save" to ToolBar	Completion of 8			3	15	18
10	Add "cancel/back" to ToolBar	Completion of 8			2	15	17
11	Design View for Display Listing (View)	Start of Project			2	5	7
12	Add "reserve/unreserve" to ToolBar (or View?)	Completion of 10			3	17	20
13	Add Images to List View	Completion of 12			1	20	21
14	Add Images to Listing Display/Create	Completion of 12			1	20	21
15		Completion of 14			0.5	21	21.5
16		Start of 15			0.5	21	21.5
						0	0
						0	0

