

# CS493 Project Schedule

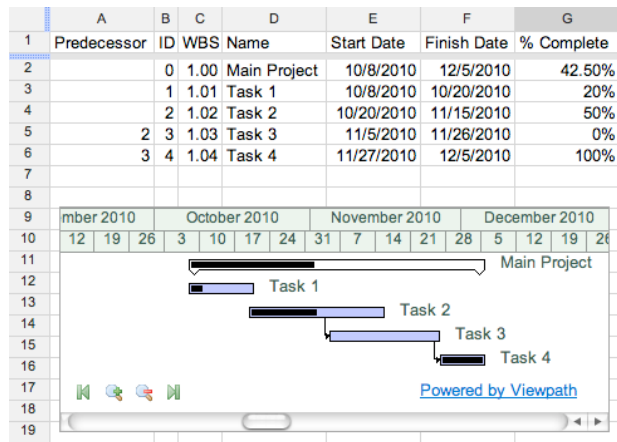
**Date Due:** Wednesday, October 13, 2010

**Changes Due:** Wednesday, October 20, 2010

**Points:** 20

You need to produce a schedule for your entire project. The schedule should start from Monday, August 30 and should end April 1 with nothing formally scheduled over Christmas. No deadlines may be schedule over the interval [Dec 15, Jan 30], however you may continue to work during that time. You will have your complete project due on Friday, April 1, 2011.

Your schedule needs to be in the form of a Gantt chart. A Gantt chart is a project management technique that is used for project scheduling, and resource planning. A Gantt chart lists activities (tasks), milestones, predecessors, duration, and due dates. See (<http://en.wikipedia.org/wiki/Gantt>) for history and more information. An example is shown below, but note that you should give your tasks descriptive names rather than task1, task2, etc.



You will use Google Docs to create your Gantt chart. Follow the instructions in this YouTube video: <http://www.youtube.com/watch?v=dp6J6Bw92d4>

The tasks that you will have will depend on your project. However, you should all include the following tasks:

- Project Proposal.
- Project Requirements.
- Project Specification.
- Project Prototype (due Friday, October 29, 2010)
- Design of each of your modules. The designs will include the class structure, function prototypes, and data structures that you will use.

Examples of other tasks include:

- Display sprite onto screen.
- Send GPS location from phone to server.
- Move sprite on screen using keyboard.
- Display menu for user to select level.

You must describe your tasks in detail explaining how you will demonstrate that the task has been completed. For each task, include a column for the description. For example, user clicks on unit, a menu appears showing *move*, *attack*, and *cancel*. User selects *move*, and the map is displayed and user must select a location on the map. The unit moves to that location.

Other tasks that you might want to include are research and time to setup your coding environment.

Once you have completed your schedule, share it with [ShereenKhoja@gmail.com](mailto:ShereenKhoja@gmail.com).

The amount of time you take for this assignment and the amount of thought you put into it will pay off later. Your grade for this assignment should not be your only motivation to do a good job; it should be your concern about the ease of your project in the future.

### **Scheduling into Uncertainty!**

Your schedule must extend into the spring semester. While you don't have perfect knowledge of what will be going on that semester (projects, exams, etc.) you can get some idea by looking at old class schedules. Be sure to consult the A & S Calendar before making your schedule.

### **Schedule Changes**

Schedule changes are permitted, but are expensive. The first schedule change is free, the second subtracts two percentage points from your final grade, the third 4 percentage points, the fourth 8 percentage points (etc.). A change request form will be posted on the class web site.