



Status Report 2 January 27, 2006 – February 14, 2006

ID	Task Name	Start	Finish	Duration	Jan 2006		Feb 2006				Mar 2006	
					1/29	2/5	2/12	2/19	2/26	3/5		
1	Rule Editor UI	1/17/2006	1/31/2006	15d	[Bar]							
2	Tile Editor UI	1/17/2006	1/31/2006	15d	[Bar]							
3	Playback Control UI	1/17/2006	1/31/2006	15d	[Bar]							
4	Initial Playback/Record Implementation	1/17/2006	1/31/2006	15d	[Bar]							
5	Mini-map Implementation	1/24/2006	1/31/2006	8d	[Bar]							
6	TileBin Storage Redesign	1/17/2006	2/9/2006	24d	[Bar]							
7	Load/Save Tile Set Implementation	1/17/2006	2/9/2006	24d	[Bar]							
8	Client Progress Review I	1/31/2006	2/3/2006	4d	[Bar]							
9	System Testing II	1/31/2006	2/12/2006	13d	[Bar]							
10	Playback Display Dialogs/Labels	1/31/2006	2/4/2006	5d	[Bar]							
11	Online Testing Preparation	1/31/2006	2/12/2006	13d	[Bar]							
12	Integration / Bug Fixes	1/31/2006	2/12/2006	13d	[Bar]							
13	Playback/Record Enhancements	1/31/2006	2/21/2006	22d	[Bar]							
14	Advanced Tile Placement	2/21/2006	2/28/2006	8d	[Bar]							
15	Advance TileBin Loading	2/9/2006	2/21/2006	13d	[Bar]							
16	Save / Load User Sessions	2/21/2006	2/28/2006	8d	[Bar]							
17	Load/Save Tile Set UI Integration	2/9/2006	2/16/2006	8d	[Bar]							
18	Printing Solutions	2/16/2006	2/28/2006	13d	[Bar]							
19	Preloaded Tile Sets Implementation	2/9/2006	2/21/2006	13d	[Bar]							
20	Context Menu (Add/Edit/Delete Blank)	2/21/2006	2/28/2006	8d	[Bar]							
21	Online Testing Feedback Evaluation	2/16/2006	3/3/2006	16d	[Bar]							
22	Client Progress Review II	3/1/2006	3/3/2006	3d	[Bar]							
23	System Testing III	3/1/2006	3/12/2006	12d	[Bar]							
24	Spring Break	3/3/2006	3/12/2006	10d	[Bar]							
25	Website Maintenance	1/10/2006	5/6/2006	117d	[Bar]							

Team

Brian

Rich

Neil

Nathan

ID	Task Name	Start	Finish	Duration	Mar 2006					Apr 2006								
					2/26	3/5	3/12	3/19	3/26	4/2	4/9	4/16	4/23	4/30				
1	Online Testing Feedback Evaluation	2/16/2006	3/3/2006	16d	■													
2	Client Progress Review II	3/1/2006	3/3/2006	3d	■													
3	System Testing III	3/1/2006	3/12/2006	12d	■	■	■											
4	Spring Break	3/3/2006	3/12/2006	10d														
5	Acceptance Testing I	3/13/2006	3/17/2006	5d			■	■										
6	Acceptance Testing II	3/20/2006	3/24/2006	5d				■	■									
7	Client Progress Review III	3/23/2006	3/24/2006	2d				■										
8	Acceptance Testing III	3/27/2006	3/31/2006	5d					■	■								
9	Acceptance Testing IV	4/3/2006	4/7/2006	5d						■	■							
10	Client Progress Review IV	4/6/2006	4/7/2006	2d							■							
11	Feedback Evaluation / System Refinement	3/13/2006	4/11/2006	30d			■	■	■	■	■	■	■	■	■	■	■	■
12	Additional Tile Sets Designed	3/13/2006	4/11/2006	30d			■	■	■	■	■	■	■	■	■	■	■	■
13	Developer Manual	3/13/2006	4/11/2006	30d			■	■	■	■	■	■	■	■	■	■	■	■
14	User Manual	3/13/2006	4/11/2006	30d			■	■	■	■	■	■	■	■	■	■	■	■
15	Project Wrap-up: Code Cleanup & Documentation	4/11/2006	4/21/2006	11d								■	■	■	■	■	■	■
16	Project Wrap-up: Documentation Completion	4/11/2006	4/21/2006	11d								■	■	■	■	■	■	■
17	Client Acceptance Review	4/20/2006	4/21/2006	2d														■
18	System Delivery	4/21/2006	4/28/2006	8d														■
19	Website Maintenance	1/10/2006	5/6/2006	117d														

Overview

The project is slightly behind schedule but it should not be too difficult to catch back up. The Tile Bin redesign and the loading and saving of tile sets have taken more time than we were expecting. Unfortunately, this caused some delays in other areas that depended on or needed to interface with these systems. Despite the delays, the schedule looks fairly good. Once we finish the loading/saving tile sets, preloaded set functionality, and complete playback functionality, we will have fulfilled all the requirements of our system.

Since the last status report, we have completed several things. The Tile Bin redesign is now complete allowing for multiple columns of tiles and auto resizing when tiles are add/removed. A good portion of the playback system has been fully implemented. The remaining tasks to be accomplished include support for 'left out' tiles, the ability to

show/inform the viewer of changes to the tile bin size, and the ability to support sets other than the 1 hard coded set we have now. Most of the UI has gone through some revisions, minor in some causes, larger revisions in others. These larger UI revisions are not major look and feel changes but rather expansions on functionality and additions to support our required functionality (additional dialog boxes, additional control over set rules, ect.). The mini-map has also been implemented and online testing preparations are almost complete.

In the event that we fall further behind in the schedule, it should not be a big issue since our schedule gives us some breathing room. If there are some aspects of the system not completed by the time we start user testing, then we can still continue with the testing as planned while at the same time finishing up those other aspects which would then make it in to a later testing session. The only other major events we will have going on during user testing will be documentation and it will not take four people a full month to write up documentation so if we need to, we can compress that time to make up for previous lost time.

Issues We Have Encountered

We haven't encountered too many issues at this point. One issue that has come up is the delay in the tile bin redesign and the loading and saving of tiles sets. These delays affected other aspects of the system to some extent because some of those aspects depending on or needed to interface with these two things. The delays are unfortunate but nothing major.

Another issue that has occurred was that we met with our client and talked the pattern editor over. We both agreed that it wouldn't be too useful and the time would be better spent improving the other aspects of our system and accomplishing a handful of extra tasks. These extra tasks are allowing the saving of user sessions, the printing of tile arrangements, randomizing the tile bin upon loading a set, and randomly leaving a tile out of the tile bin. We are not expecting any of these to be a major deal so we should be able to accomplish them. These tasks are filling in the time gap created when we tossed out the pattern editor.

Tasks Accomplished

- Basic Record and Playback Functionality
- Mini-map
- Tile Bin Redesign
- Rule Editor, Tile Editor, Playback Control / Dialog UI revisions

Work In Progress

- Advanced Record and Playback Functionality
- Loading and Saving of Tile Sets
- Advanced Tile Bin Features
- Online Testing Preparation
- Load/Save Tile Set UI Integration (Creating New Sets)

Issues Encountered

- Tile Bin and Load/Save Sets more work than expected
- Feature Changes
 - Removed Pattern Checking
 - Added Saving Sessions
 - Added Printing Functionality
 - Added Advanced Tile Bin Features

Team Contributions

Nathan – Record/Playback functionality, Mini-map

Rich – Load/Save Tile Sets

Neil – Tile Bin redesign

Brian – Website rework and maintenance, Rule Editor, Tile Editor, Playback Control / Dialogs revisions, Online Testing Prep.