

Status Report 3 February 14th, 2006 – March 23rd, 2006

ID	Task Name	Start	Finish	Duration -	Feb 2006			Mar 2006				Apr 2006				
					2/5 2/12	2 2/19	2/26	3/5	3/12	3/19	3/26	4/2	4/9	4/16	4/23	4/30
1	Playback/Record Enhancements	1/31/2006	2/21/2006	22d												
2	Advanced Tile Placement	2/21/2006	2/28/2006	8d												
3	Bug Fixes / Usability Improvements	2/21/2006	3/20/2006	28d						Ĵ						
4	Preloaded Set Inserter	3/14/2006	3/22/2006	9d												
5	Code Cleanup & Documentation	3/22/2006	4/11/2006	21d												
6	Advance TileBin Loading	2/9/2006	3/22/2006	42d												
7	Save / Load User Sessions	2/21/2006	3/22/2006	30d												
8	Developer Manual	3/22/2006	4/11/2006	21d												
9	Online User Testing Preparation	1/31/2006	2/26/2006	27d												
10	Load/Save Tile Set UI Integration	2/17/2006	2/24/2006	8d												
11	Printing Solutions	2/17/2006	3/5/2006	17d												
12	Preloaded Tile Sets Implementation	2/26/2006	3/10/2006	13d												
13	Acceptance Testing Preparation	3/11/2006	3/20/2006	10d												
14	Context Menu (Blank Tiles)	3/21/2006	3/28/2006	8d												
15	Printing Implementation	3/21/2006	3/28/2006	8d												
16	User Manual	3/28/2006	4/11/2006	15d												
17	System Testing III	2/22/2006	2/27/2006	6d												
18	Client Progress Review II	3/1/2006	3/3/2006	3d												
19	Online Testing Feedback Evaluation	2/28/2006	3/30/2006	31d				1								
20	Feedback Eval. & Sys. Refinement	3/20/2006	4/11/2006	23d												
21	Acceptance Testing I	3/20/2006	3/24/2006	5d												
22	Client Progress Review III	3/24/2006	3/25/2006	2d												
23	Acceptance Testing II	3/27/2006	3/31/2006	5d												
24	Acceptance Testing III	4/3/2006	4/7/2006	5d												
25	Client Progress Review IV	4/6/2006	4/7/2006	2d												
26	Additional Tile Sets Designed	3/24/2006	4/11/2006	19d						C)				
27	Project Wrap-up	4/10/2006	4/20/2006	11d												
28	Client Acceptance Review	4/20/2006	4/21/2006	2d												
29	Delivery	4/21/2006	5/1/2006	11d												
		Team		Brian		Neil	1			Nath	an					

Overview

The project is slightly behind schedule but going well. Aside from the loss of Rich, no major issues or problems have arisen. At this point in time, all required functionality for the system is fully implemented. In the upcoming weeks we will be finishing implementing the additional requirements (advanced tile bin loading, saving user session, printing). Also, we are considering implementing a context menu for increased usability. We are also working on polishing things up and trying to prepare the program for testing and eventual release. Our user testing sessions have just begun and we plan on doing some heavy testing in the next couple weeks. After implementing the additional features, we will finish fixing bugs and cleaning up the system. The only other issue left to deal with is documentation which I feel we have plenty of time to finish. Given the schedule, I feel that we can finish the remaining tasks on time and release a solid program. In the event that we do fall further behind, we still have almost two weeks of "project wrap-up" in which to catch up and finish things up.

Issues We Have Encountered

One of the biggest (and only) major issues we have encountered since the last status report is the loss of a team member. We haven't seen or heard from Rich since about a week before status report one. Unfortunately, this initially caused us to fall a bit behind schedule. It got to the point where we needed Rich's code since some other aspects of the system we were supposed to be working on depended on the implementation of his code. We were expecting him to show up any day with the code but he never did. We lost about a week or so and then started working off of the assumption that he wasn't showing back up. Since then, his assigned tasks have been divided and the rest of us are picking up the slack. I feel the lost time has almost been made up and don't anticipate this issue causing any further problems in the future.

Tasks Accomplished

- Advanced Record and Playback Functionality
- Advanced Tile Placement
- Online Testing Preparation
- Acceptance Testing Preparation
- Tile Set Creation
- Preloaded Sets Implementation
- Preloaded Insertion Program
- Second Tile Set Complete

Work In Progress

- Bug/Usability Fixes
- Advanced Tile Bin Features
- Saving User Sessions
- Printing Arrangements
- Context Menu

Issues Encountered

• Lost Team Member?

Team Contributions

- Nathan Advanced Record and Playback Functionality, Advanced Tile Placement, Updated Second Tile Set, Preloaded Set Inserter, Numerous Bug Fixes and Usability Improvements
- Neil Advanced Tile Bin Features, Saving User Sessions
- Brian Online Testing Preparation, Acceptance Testing Preparation, Printing Research, Tile Set Creation, Preloaded Sets Implementation

Rich – None