

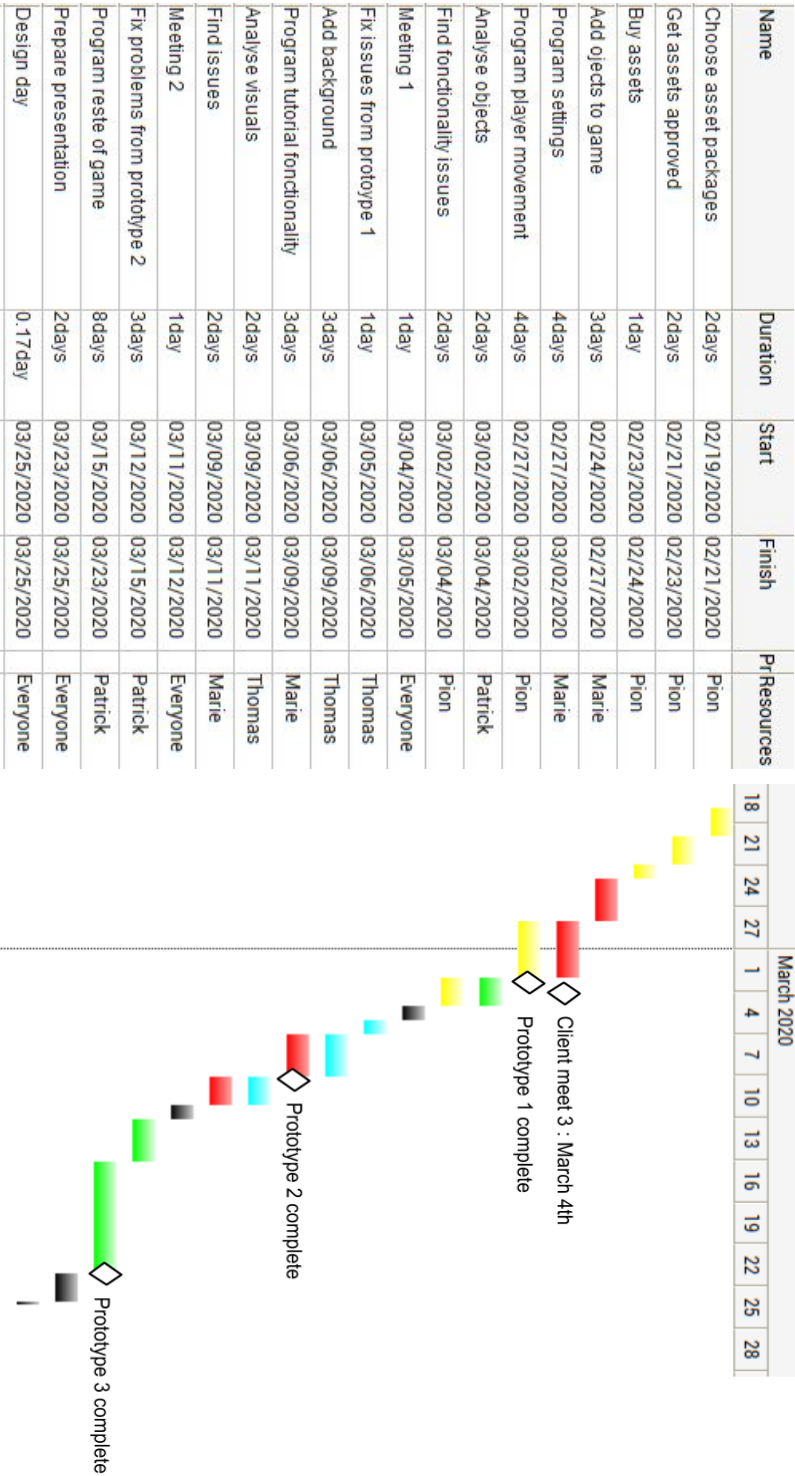
## GNG 1103 F: Deliverable E (Product Schedule and Cost)

Name	Student Number
Patrick Huang	300097191
Thomas Boyd	300117763
Pion Das	300124924
Marie Daoust	300052381

## Tasks and durations:

Tasks	Person responsible	Duration
1. Purchase asset packages		
a. Choose the assets.....	Pion.....	2
b. Get them approved.....	Pion.....	2
c. Make purchase.....	Pion.....	1
2. Complete prototype 1		
a. Add objects to game.....	Marie.....	3
b. Program functionality of setting.....	Marie.....	4
c. Programme player movement.....	Pion.....	4
3. Test prototype 1		
a. Analyse quality of objects.....	Patrick.....	2
b. Find functionality issues .....	Pion.....	2
4. Group meeting		
a. Discuss issues to be fixed for prototype 2.....	Everyone.....	1
5. Complete prototype 2		
a. Fix any issues found in testing.....	Thomas.....	1
b. Add background setting and visuals.....	Thomas.....	3
c. Program functions of tutorial.....	Marie.....	3
6. Test prototype 2:		
a. Analyse visual quality.....	Thomas.....	2
b. Find functionality issues.....	Marie.....	2
7. Group meeting		
a. Discuss issues to be fixed for prototype 3.....	Everyone.....	1
8. Complete prototype 3		
a. Fix any issues found in testing.....	Patrick.....	3
b. Program rest of game functionality.....	Patrick.....	8
9. Prepare presentation.....	Everyone.....	2
10. Design day.....	Everyone.....	1

Gantt diagram:



Separated gantt chart for clearer view:

Name	Duration	Start	Finish	Pr	Resources
Choose asset packages	2days	02/19/2020	02/21/2020		Pion
Get assets approved	2days	02/21/2020	02/23/2020		Pion
Buy assets	1day	02/23/2020	02/24/2020		Pion
Add ojects to game	3days	02/24/2020	02/27/2020		Marie
Program settings	4days	02/27/2020	03/02/2020		Marie
Program player movement	4days	02/27/2020	03/02/2020		Pion
Analyse objects	2days	03/02/2020	03/04/2020		Patrick
Find fonctionality issues	2days	03/02/2020	03/04/2020		Pion
Meeting 1	1day	03/04/2020	03/05/2020		Everyone
Fix issues from protoype 1	1day	03/05/2020	03/06/2020		Thomas
Add background	3days	03/06/2020	03/09/2020		Thomas
Program tutorial fonctionality	3days	03/06/2020	03/09/2020		Marie
Analyse visuals	2days	03/09/2020	03/11/2020		Thomas
Find issues	2days	03/09/2020	03/11/2020		Marie
Meeting 2	1day	03/11/2020	03/12/2020		Everyone
Fix problems from prototype 2	3days	03/12/2020	03/15/2020		Patrick
Program reste of game	8days	03/15/2020	03/23/2020		Patrick
Prepare presentation	2days	03/23/2020	03/25/2020		Everyone
Design day	0.17 day	03/25/2020	03/25/2020		Everyone

### Risks and contingencies:

Risk	Contingency
Loss of project data	Making backup copies and keeping them as up to date as possible to lose the least amount of work possible
Loss of a team member	Staying informed about other member's parts as preparation for this possible event, and redistribution of that members tasks
Absence of a member on design day	Getting familiar with other team members presentation part before design day as backups for these situations

## Cost estimate:

Ressource	Provider	Cost
VR headset	University of Ottawa	0
Unity software	Unity store	0
Computers	Owned + University of Ottawa	0
Unity asset packages	Unity store	< 100 \$
Total:		0 - 100 \$