



**project report**

* + Monitoring and Control (Current Project Status from Redmine)

Developing a Timer for The Game was assigned for Fatmah Nasser Sakran from 11/30/2016 03:28 PM utile now stile in Progress. Modification of The Game Design assigned for Kawthar Albuali from 11/30/2016 03:29 PM the status for this feature is resolved. Classic Snake '97 game and Snake game in 3D is new feature for release 2 written by Arwa Alromaih. Time is up message assigned for Manar Alshubaili from 12/07/2016 10:40 AM the status for this feature is in progress. Motivating message during the game session is moved for release 2. Welcoming The Player assigned for Manar Alshubaili from 12/07/2016 11:01 AM the status for this feature is resolved. Snake eats Pizza assigned for Kawthar Albuali from 12/18/2016 08:49 AM the status in progress. Pause new feature created by Manar Alshubaili. Pop up congratulation message with the score, Speeding up the snake, and Show real-time assigned for Arwa Alromaih the status for this feature is resolved. Develop a retro music to the snake game assigned for Fatmah Nasser Sakran the feature status new.

In Gantt Snake Game release 1 is 65% of the work was done which is mean that project is behind the schedule time. Snake eats Pizza in progress 80% is done which is not bad. Pop up congratulation message with (...) is done 100%. Time is up message In Progress 40% is behind the schedule. Welcoming The Player Resolved 100%. Modification of The Game Design Resolved 100%. Developing a Timer for The Game; In Progress 0%. Develop a retro music to the snake (...) New 0%. Speeding up the snake Resolved 100%. Show real-time Resolved 100%. Snake Game Backlog it has pause New 90%, Motivating messages during the game (...) New 0%, Classic Snake '97 game, and Snake game in 3D they moved to release2.

