

PROJECT TITLE		ISEAGE 2.0					COMPANY NAME		ISEAGE																																										
PROJECT MANAGER		Evan Hellman					DATE		10/10/2021																																										
WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	PCT OF TASK COMPLETE	PHASE ONE: Compile					PHASE TWO: Refactor					PHASE THREE: Implement					PHASE FOUR: Kosovo CDC																													
							SPRINT 1		WEEK 2		WEEK 3		WEEK 4		WEEK 5		WEEK 6		WEEK 7		WEEK 8		WEEK 9		WEEK 10		WEEK 11		WEEK 12																						
							M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F
1	Project Conception and Initiation																																																		
1.1	manage client design requirements	Jon	10/11/21	10/15/21	4	0%																																													
1.1	study the existing source code	all	10/18/21	10/24/21	11	0%																																													
1.2	plan requirements	all	10/15/21	10/29/21	4	0%																																													
1.3	locally compile code	all	10/15/21	11/5/21	10	0%																																													
2	Project Definition and Planning																																																		
2.1	build an environment on ISEAGE 1.0	all	11/19/21	11/19/21	0	0%																																													
2.2	refactor and compile code on server	all	11/19/21	11/24/21	5	0%																																													
3	Implement new features																																																		
3.1	Refactor layer 2 to kernel	Evan	10/18/21	12/17/21	59	0%																																													
3.1	Refactor IPv4 to kernel	Evan	10/18/21	12/17/21	59	0%																																													
3.2	Implement IPv6	Nicholas	10/19/21	12/18/21	59	0%																																													
3.3	Add configuration functionality		10/20/21	12/19/21	59	0%																																													
4	Kosovo CDC																																																		
4.1	Plan Scenario		1/25/22	2/1/22	6	0%																																													
4.1.1	Plan and document a realistic CDC scenario		1/31/22	2/7/22	7	0%																																													
4.1.2	Plan and document the scenario's network		2/7/22	2/14/22	7	0%																																													
4.1.2.1	Design devices with realistic OSes, network stacks, protocols, and applications		2/7/22	2/14/22	7	0%																																													
4.1.2.2	Implement designed devices (OS Images)		2/7/22	2/14/22	7	0%																																													
4.1.2.3	Carefully document all of the changes to each device		2/7/22	2/14/22	7	0%																																													
4.1.3	Create scenario document including network diagrams, detailed device info, user info, and any other important details		2/14/22	2/21/22	7	0%																																													
4.2	Implement Vulnerabilities		2/22/22	3/1/22	9	0%																																													
4.2.1	Identify and choose realistic attack types, including IPv6 attacks		2/25/22	3/4/22	9	0%																																													
4.2.2	Implement chosen vulnerabilities in various devices		2/26/22	3/5/22	9	0%																																													
4.2.3	Create vulnerable application or configuration		2/27/22	3/6/22	9	0%																																													
4.3	Configure network out of all machines		3/8/22	3/15/22	7	0%																																													
4.4	Testing to ensure network works		3/25/22	4/1/22	6	0%																																													