Project Organisation

* Team:
  + Michael Beal - mtb532@york.ac.uk
  + Lucas Solomon -
  + Thomas Auburn -
  + Ryan Early - re734@york.ac.uk
  + Inna Strogonova - is844@york.ac.uk
* Clients:
  + Dimitris Kolovos - dimitris.kolovos@york.ac.uk
  + Javier Camara -
  + Nicholas Matragkas - nicholas.matragkas@york.ac.uk
* Stakeholders:
  + Other teams?
  + University
* Communication mechanisms and schedule:
  + Discord
  + Zoom
  + Github
  + Email
  + Google drive
  + deadline: aut/9/November 25

Resources

* Preferences of the customer:
  + Must be written in Java
  + Should be able to run on university machines
  + Can run on multiple operating systems
* Tools and infrastructure:
  + Java
  + Maven build tools
  + Game engine
  + Image manipulation software
  + Personal computers
  + Internet research sources
  + Github/Git
  + IDE of choice
  + Google Drive

Justification of communication methods

**Discord**

We choose to use Discord for general communication and text messaging as it has a lot of useful features such as voice communication and text messaging as well as creating specific rooms for different projects. We choose Discord instead of other applications such as Slack because more of the team has past experience using Discord.

**Email**

We are using Email to communicate with Lecturers to arrange Customer meetings and also to setup initial communication between our team members. In addition, messages that have been sent and received can be stored and searched through safely and easily.

**Zoom**

We are using Zoom as it allows us to have contact with the Lecturers (Customers) while in a Practical session.

**Google Drive**

Google Drive provides an easy way to collaboratively work on files as a team and be able to see changes live as well as allowing us to have a safe backup of our files as well as documentation on edits and changes made over time. It also allows you to control the level of access that you offer to shared documents.

**Github**

Used to host the code for the game. This service stores code/files using Git repositories which allows for version control and collaborative work. It also has an issue tracker that allows us to flag issues to be fixed and discussed.

Justification of tools used

**Game engine**

The game engine we have decided to use is called Libgdx. We are using this game engine because it provides an open source framework for the game to be built on providing some of the important features that we require as well as having multiple tutorials for its use online.

**Maven build tools**

Build tools are used to automate the building of the software and manage dependencies(such as the game engine library), among other reasons. We are using Maven because members of our team have used it before and that it is widely supported in the industry.

**IDE of choice**

The IDE that each team member uses doesn't matter much as long as it has modern tooling and supports our chosen build system.

Team Organisation:

**Team roles**

* + Michael Beal -
  + Lucas Solomon -
  + Thomas Auburn -
  + Ryan Early -
  + Inna Strogonova -

We have organised our team into

Project Schedule

* Auber:
  + Website:
    - Make it possible to upload files
    - Design website so it is easy locate and access
  + Requirements:
    - Complete Introduction
    - Complete Statement of requirements
      * Relevant environmental assumptions
      * Associated risks
      * Potential alternatives
  + Architecture:
    - Concrete representation
    - Abstract representation
    - Justification of representations
  + Method selection and planning:
    - Complete Project organisation
    - Complete Resources
    - Complete Project Schedule
  + Risk assessment and mitigation:
    - Complete Introduction
    - Complete Justification
    - Complete Tabular presentation
  + Implementation:
    - Decide on a coding style
    - Researching
    - Build using the Maven build system
    - Learn Java
    - Learn how to control Game engine
    - Choose the data structures
    - Build AI
    - Extensibility
  + Testing:
    - Complete unit testing
    - Complete customer testing

**Gantt chart**

INSERT FINAL GANTT CHART IMAGE HERE FROM GOOGLE SHEETS

