Group 3

Members:

Kristy Mok, Ben Chalk, Corina Rivero Montiel, Euan Faller, Joel Cutler, Luke Callen, Sam Ade Fowodu

The timeline is updated every Friday during our practicals.

Week 1: Decide on roles, and method framework and organise our documents into a shared Google Drive.

Sep	October 2024								November 2024																				
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Method planning											,									-									
Role allocation ar	d cre	ate s	hare	d dri	ve	(Kri	sty}																						
Decided on using	an A	gile/S	crur	n fra	mev	vor	k {Kr	isty	} {0	Cori	na}																		

Week 2: Priority was to gather requirements and schedule an interview with our client. The URL and Github project was created for sections 1 and 6.

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Website																
URL created	{Luke}															
Requirements																
Brainstorm and gather r	equirements	questio	ns {Ev	ryone)	-											
Requirements i	nterview witl	h custon	ner (sta	kehold	er) {E	very	one}									
Method planning																
Role allocation and create shared drive {Kris	sty}															
Decided on using an Agile/Scrum framework	(Kristy) {Co	orina}														
Implementation																
Created Github collabor	ation project	{Euan}	{Joel}													

Week 3: Moved on to analysing and formalising requirements. Started on creating diagrams for the architecture section, writing up the risk management process and the code implementation for the basic mapping and visuals after deciding on the game engine.

Sep	October 2024		November 2024
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Website			
	URL for website and links for important document	[Luke]	
Requirements			
Brai	instorm and gather requirements questions {Everyone}		
	Requirements interview with customer (stakeholder)	Everyone}	
	Analyse and categorise gathered	equirements {Ben}	
		tion for requirements/reference eveid	ence {Kristy}
Method planning			
Role allocation and crea	ate shared drive {Kristy}		
Decided on using an Ag	gile/scrum framework {Kristy} {Corina}		
Architecture			
	Start on diagrammatic repr	sentations and of the architecture of t	the team's product {Sam} {Euan}
Risk assessment and mitig	gation		
	Write up risk management proce	with justifications/draw up systemati	ic tabular presentation of risks {Corina} {Luke}
Implementation			
	eated Github collaboration project {Euan} {Joel}		
	Decide on the game engine {Euan} {Joel}		
4	Code implementation	or the user building world (grid and ca	amera settings) {Euan} {Joel}

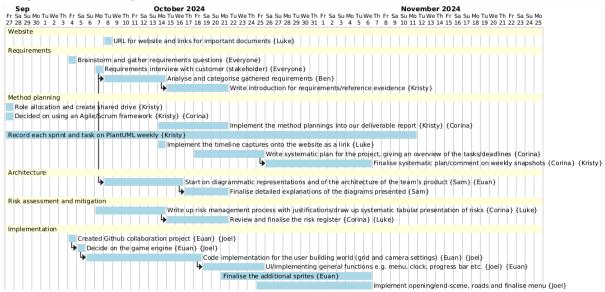
Week 4:

Architecture and risk management reports were being finalised. Added the UML implementation into the weekly schedules and updated this on the website regularly. Began the systematic plan according to the UML Gantt charts and implemented the UI/general functions for the game.



Week 5:

After laying the base for the systematic plan, we began finalising it and updated the comments for the weekly Gantt chart captures. The last touch-ups and additional sprites for the game were designed and then implemented.



Week 6:

Same UML screenshot as week 5. No further amendments. On track to finish all scheduled sprints, review all final deliverables and submit all files on 09-11-2024.