## The timeline is updated Friday during our practicals.

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

Sep	October 2024						November 2024												
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Method planning																			
Role allocation and cr	reate shared	drive {Kr	isty}																
Decided on using an	Agile/Scrum f	ramewor	k {Kri	sty} {C	orina)	-													

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

Sep October 2024 November 202	4
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Website	
URL created {Luke}	
Requirements	
Brainstorm and gather requirements questions {Everyone} Requirements interview with customer (stakeholder) {Everyone}	
Method planning	
Role allocation and create shared drive {Kristy}	
Decided on using an Agile/Scrum framework {Kristy} {Corina}	
Implementation	
Created Github collaboration project {Euan} {Joel}	

Week 3: Moved onto 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 documents {Luke}			
Requirements				
	Brainstorm and gather requirements questions {Everyone}			
	Requirements interview with customer (stakeholder) {Everyone}			
	Analyse and categorise gathered requirements {Ben}			
	Write introduction for requirements/reference eveidence {Kristy}			
Method planning				
Role allocation and	and create shared drive {Kristy}			
Decided on using a	ng an Agile/\$crum framework {Kristy} {Corina}			
Architecture				
	Start on diagrammatic representations and of the architecture of the team's product {Sam	} {Euan	}	
Risk assessment and	and mitigation			
	Write up risk management process with justifications/draw up systematic tabular presentation of	risks {C	orina}	{Luke}
Implementation				
4	Created Github collaboration project {Euan} {Joel}  Decide on the game engine {Euan} {Joel}  Code implementation for the user building world (grid and camera settings) {Euan} {Euan}	[Joel]		

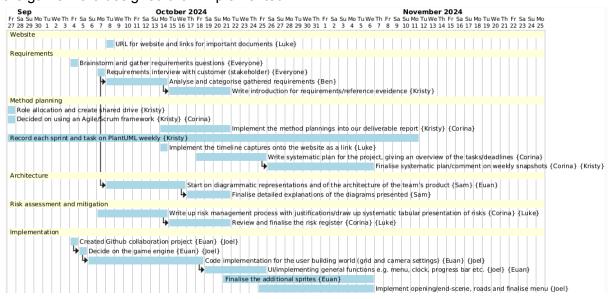
## Week 4:

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 then implemented.



## Week 6:

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