# Iteration 1

## Goal:

To Create a Custom Game Theme to fit the chch brief

## Class Diagram of Starting System

## Tasks:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Description | Products | Time est: | Time Taken |
| Planning | * Complete Worksheet and Planning sheet | * Worksheet | 2 hours | 1 hour |
| Analysis: | * Analyse Existing images and find methods of adding * Look at some web pages and analyse structure * Build Class Diagram of existing System | * Class Diagram | 1 hour  30 mins  1hour | 40 mins  20 mins  1 hour |
| Designing: | * Decide Theme of characters/ sprites and blocks * Complete Complex algorithm sheet | * Wireframe * Algo worksheet | 30 mins  30 mins | 30 Mins |
| Building | * Edit Images to requirements * Add Background image | * Themed Game | 1.5 hrs  0.5 hrs | 1.5 hours  1 hour |
| Testing | * Check Items display properly * Run through standard Js. | * Tested Web page | 15 mins  30 mins | 30 mins  1 hour |

## Standard JS Log

For Standard JS Log please check the iteration folder for all text.

## Wireframe

## Review:

### Mistakes:

### What I Will do Different Next Iteration

My adaption process will work side by side the function of the old code, but with a clear function to adapt in, rather than commenting out each line and adapting them. This approach will hopefully reduce confusion and possible editing of the wrong functions.