

**21/08/2021**  
**Report for 20/08 - 27/08**  
**WGame: Maria Keet**  
**BRRDEO001, SCTMAT003 & MNLGYA001**

---

**Task Activities**

<b>ACTIVITY</b>	<b>BREAKDOWN</b>	<b>CONTRIBUTOR(S)</b>
Stage 1 Documentation	Team received user requirements and discussed them, after which Stage 1 documentation was completed.	<b>ALL</b>
Visual Studio	Team familiarised themselves with Visual Studio platform for the demo prototype	<b>Matthew Scott &amp; Gyashka Manilall</b>
Initial UI Framework	Team must create an initial functional framework displaying non-game screens such as Main Menu and Progress.	<b>ALL</b>
Functional Buttons	Team must add buttons to the framework that are functional and display some form of prompt to provide functionality.	<b>ALL</b>
Database	Team must create a local database storing data that the games will use - this local database is planned for the demo presentation and an alternative remote database is the goal for the final presentation.	<b>ALL</b>
Usability Testing	Once a functional UI framework was achieved, a small survey was completed to ensure usability and to get feedback for any necessary changes to design.  The survey will be informal and there will be 3 participants.	<b>ALL</b>

Team Check In	Team met to discuss progress and reflect on any issues that may have arisen in the past week as well as discussed whether we are all in agreement about our solution to meeting the user requirements.	<b>ALL</b>
Client Check In	Team will meet with Client to demo a horizontal prototype, to ensure current UI design will achieve Client satisfaction as well as discuss any changes or concerns regarding progress.	<b>ALL</b>

### **Minutes from Client Meetings**

Team collaboratively took minutes during Client Meetings with use of a google doc, which can be found here: [Meeting Minutes](#)

### **Planned Activities**

<b>ACTIVITY</b>	<b>BREAKDOWN</b>	<b>CONTRIBUTOR(S)</b>
Finalise UI	Part of the Implementation Phase. Team will have completed and tested the basics of the UI to finalise a UI design.	<b>ALL</b>
Testing	Implement testing as decided in Stage 1. Record the results from test cases. Compare expected and actual results.	<b>Matthew Scott</b>
Fix issues found from Testing	Any inconsistencies or inefficiencies found in testing will need to be fixed or improved.	<b>Gyashka Manilall</b>
Migrate from local to remote database	Prototyping will use a local database for simplicity however to meet the user requirements migration to a remote database is necessary.	<b>Deony Barrington</b>
Midway Check In with Client and Tutor	Team will arrange a meeting in the middle of the next report period so as to confirm compliance with user requirements and discuss progress.	<b>ALL+Client</b>

Final Report	Team will have to complete the final documentation during Stage 4.	<b>ALL</b>
User Manual	Team will draw up a user manual that will assist users in easily learning how to navigate through the application as well as indicate features available to them.	<b>ALL</b>
Final Demo	Towards the end of the Stage 4 period, Team will arrange for a final meeting with Client to ensure that the final working product meets user requirements.	<b>ALL+Client</b>

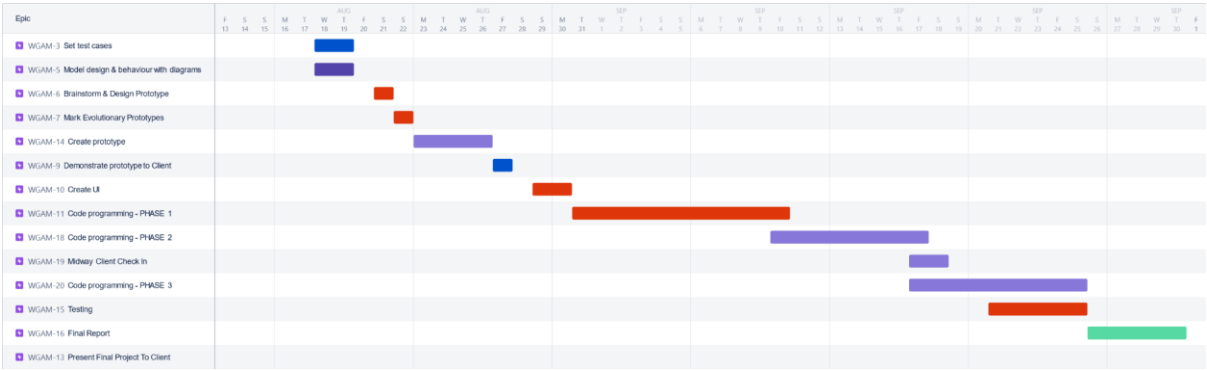
### Problems

- After the meeting with Client on 13/08, the Team has made a decision to increase complexity in game structure. Current solution does not fully meet user requirements.  
Solution: Team regrouped on 21/08 to discuss new options and solutions and has found a middle ground to work with.
- 2 out of 3 Team Members lack familiarity with Visual Studio and will need to use project time to upskill. (Visual Studio was chosen for prototyping due to simplicity & time constraints)  
Solution: 22/08-23/08 is reserved for team members to familiarize themselves with Visual Studio.
- Due to course loads of all members there has been difficulty in time management and there are concerns of the current schedule being too short for certain tasks.  
Solution: Team regrouped on 21/08 and has discussed the schedule as well as shared personal calendars so that a new schedule can be discussed taking into consideration everyone's other commitments now that other courses have provided dates for tests, quizzes etc.
- Lack of a defined and agreed upon project design is causing delays in progress as Team members have to take time out to research and discuss possible options.  
Solution: Team regrouped on 21/08 to research various current word games and get an idea of what the UI design needs to be as well as discuss preferences and feasibility, more progress is needed on this matter, but we have some direction to go with.
- At this stage in the project, Team has many concepts for features and functions but no realistic idea of how long or complex those concepts will take, causing uncertainty and inability to have a clear direction.  
Solution: Team has decided that due to time constraints and the upcoming demo, feasibility of features and current member limitations will be looked into 28/08-29/08.

**Revised Schedule and/or Goals**

\*The Gannt chart below displays our schedule using waterfall methodology. Assume tasks are dependent upon previous tasks.

Main changes to schedule is “Coding” being separated into a phased approach.



CURRENT GOAL	REVISED GOAL
25 words in a category (6 categories in total)	50 words in a category (6 categories in total)
2 Game Types that increment in difficulty along with levels (word-picture matching and word-input)	3 Game Types (addition of Hangman to enhance gamification)
Local Database to store words and associated pictures	Remote Database to store words and associated pictures