Software Engineering Group Project

Word Template

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| Config Ref: | SE\_N66\_xxx\_xx |
| Date: | 15th December 2021 |
| Version: | 1.5 |
| Status: | Release |

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# Introduction

Clear, consistently followed, document standards are essential in software engineering.

## Purpose of this Document

This document is to describe an MS Word template.

## Scope

This supports the standards laid down for CS22120 Group Projects [1].

## Objectives

The objective of this document is to both carry the template and explain a little of how it works.

# BODY OF DOCUMENT

Front material is stored in document properties. These are not the correctly named properties, but their use permits automation of running header update. Editing the front material will make changes throughout the document.

Titles, headings, body, bibliography entries, captions and table of content entries are defined as shown in Figure 1

Figure 1: Recommended styles

## Management summary

In summary, the project achieved to create a board game that consisted of some of the functionality that the client originally outlined along with documentation that depicts the process taken to plan, test and design a functioning program.

From a purely graphically perspective the program compliments the aesthetic of the board game ‘Buccaneer’ and manages to portray the game successfully as one involving pirates, ships, and islands. The game allows exactly 4 players to play and does randomly assign each player a home port, however, the positions of the ships are not as intended and can appear quite confusing. Treasure and crew cards are correctly distributed at the start of the game but there is currently only a way to view the current player crew cards, treasure held on a player’s ship can be viewed if they are able to travel to a port via the trade menu. Ports properly implement trading, storing, and updating any treasure or crew cards deposited onto the port.

A major difficulty of this project that we faced during the project was the fact that was multiple coders working on the same program this led to complications as any code written needed to meet a global standard to work with the rest, we attempt to do this after every session doing a merge of the work done that day. Our solution whilst effective still led to some bits of code being lost in translation and caused some methods, we wrote to not be called entirely. The time constraint combined with this resulted in some functionality of the program being lost even though there were methods that could easily handle it.

--Stuff about documentation

The program can run without any noticeable game-ending syntax errors; however, it contains some bugs that may affect the user experience. The teamwork aspect was especially challenging during implementation week, but the team as a whole handled it very well, helping and guiding each other and also staying past the designated hours to try and improve our program. Taking everything into consideration I believe that the team performed very well, our team’s small size meant that we were already presented with a disadvantage but despite this, I feel our team managed to complete a lot of the required functionality of the program.

## Historical account of the project

## Final state of the project

## Performance of each team member

James

At the start of the project, James was the most familiar coder in our team with Java FX and therefore he was tasked with experimenting and prototyping with this software which he did quite well. During implementation week, we relied on James’s code heavily and used it as the foundation for our final program. Overall, James performed extremely well throughout the project and was a crucial member of the team, explaining his existing code and helping the entire team throughout implementation week.

Ash

Ash was tasked with investigating java persistence, which he and James tested somewhat successfully. Unfortunately, due to our team’s small size, java persistence was scrapped. Ash was assigned and completed a section in the design spec and played a crucial role in the implementation of the program as he created crew cards, helped with chance cards and redesigned the GUI of the program. Ash was very much so supported almost every aspect of the implementation of the program and his performance was excellent.

Maciej

Maciej worked alongside Mateusz to complete the testing for the project and acted as the deputy quality assurance manager. Testing for the project involved creating the test spec that Mateusz and Maciej created. During implementation, week helped work on the Islands and created the trade screen for the program. Maciej performed well at the tasks he was given.

Dean

Mateusz

Bhagya

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C.W. Loftus. SE.QA.03. 2.5 Release

DOCUMENT HISTORY

| *Version* | *Issue No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
| 1.0 | N/A | 12/09/08 | N/A - original version | CJP |
| 1.1 | N/A | 2010-10-12 | Updated to Office 2007; key field automation increased; paragraph styles updated | NWH |
| 1.2 | N/A | 2011-10-10 | Typos | NWH |
| 1.3 | N/A | 2015-10-16 | Update for Office 2013 | NWH |
| 1.4 | N/A | 20/02/19 | Made Intro sections have the correct style | CJP |
| 1.5 | N/A | 16/03/21 | Changed "CCF No" to "Issue No" | CJP |
| 1.6 | N/A | 15/12/21 | Minor word changes | CWL |