

**Change Report**

**“Lucky” Team 13**

**Team 13**

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# Change Report

## Introduction

In large organisations ticket tracking systems are used in order to manage changes. However, since we are a small team we used other methods we deemed appropriate to manage our changes.

### Documentation

We used Google Drive to store our documentation as it is easily accessible and familiar to everyone. The drive for our project was structured with three main folders : Original Documents which stored an original copy of the previous teams documents; Amended Documents which stored our updated versions of the documents; Deliverables which stored the deliverables for our second assessment. With this system we were able to go through the original documents, annotate any changes that were required, update the documents in the amended documents folder and then add the changes to the change report.

In order to annotate the original documents we used the Google docs highlight tool which allows you to highlight a section of text or an image and make comments for anyone with access to the document to see.

Since there were quite a few changes to be made in the original documents, we decided to use tables in the change report with each document getting its own table. This way each change can be clearly seen and properly justified. The use of tables was also beneficial to help us keep track and review changes as each change has an ID description and justification. Meaning if a change was not needed or could be improved it was easy to locate and manage.

For our communication throughout the project we have been using discord as it allows you to separate conversations into different channels. To help keep track and review changes we created a changes channel in which everyone would briefly say what changes they have made so they can easily be brought up in our weekly meetings if necessary.

### Implementation

In order to keep track of changes for the implementation we used a combination of GitHub and the Javadoc tags `@version` and `@since`. Using GitHub's action panel we are able to look at the history of commits and see what has been changed when and who by. However, in order to track changes in more depth we used the Javadoc tags, mentioned above, as these allowed us to state the changes made to specific functions.

## Requirements

Original document: [W Req1.docx](#)

Amended document: [W Req2](#)

<u>Change ID</u>	<u>Change Description</u>	<u>Change Justification</u>
RC_1	The front cover was changed to our team	In order to reflect the change in ownership of the documents
RC_2	Amended spellings, grammar, inconsistent capitalisation and spacing	In order for the document to be easy to read and understood by everyone.
RC_3	Added onto the introductions	The scope of the project has increased, the new introductions should represent it. Including the new requirements that was added
RC_4	Added UR_Gameplay	To represent gameplay in its entirety
RC_5	Added UR_Endless	To represent the need for an endless mode
RC_6	Added UR_Customer_Aug	Due to the need for customer numbers to be changeable
RC_7	Added UR_Burning	So the items can be burnt if left on the cooking area for too long
RC_8	Added UR_Reputaion	For the newly included reputation system
RC_9	Added UR_Save	The player will now be able to save at anytime
RC_10	All graphs were changed to be the same size	Increases consistency of the documents and makes for an easier read
RC_11	UR_UX changed to 'May'.	Due to the issues with visual clarity in the original project, it would be difficult to insure that the new project will be 100% visually clear
RC_12	UR_Gamplay and UR_Investment changed to 'Shall'	As they are now required for the new project we will no longer treat them as optional objectives
RC_13	Added FR_Power_Ups	The system will now need to be able to provide the user with the ability to acquire power ups, an example of

		this could be ability to instantly complete a set number of cooking tasks
RC_14	Added FR_End	It was added as way for the system to recognise when the game has ended
RC_15	Added FR_Recipes	It was added to represent that the recipes will be given to the use, especially following the increase in makeable foods
RC_16	Added FR_Alert	So that the user will be able to know when a certain task has been completed
RC_17	UR_Gameplay was added to FR_Controls and FR_Gamemode	As a general way to represent that the gameplay will function as intended
RC_18	UR_Endless was added to FR_Gamemode	Since the endless mode will be a new required gamemode

## Architecture

Original document: [W Arch1.docx](#)

Amended document: [W Arch2.docx](#)

<u>Change ID</u>	<u>Change Description</u>	<u>Change Justification</u>
AC_1	The front cover was changed to our team.	In order to reflect the change in ownership of the document.
AC_2	Amended spellings, grammar, inconsistent capitalisation.	In order for the document to be easy to read and understood by everyone.
AC_3	Added clear headings and titles.	In order to indicate distinct sections. This way the document can be easily navigated.
AC_4	Original class diagram recreated using plantUML. (originally made using <a href="https://www.lucidchart.com">https://www.lucidchart.com</a> )	In order to make updating the diagram easier as we add more to the implementation.
AC_5	Original sequence diagram recreated using plantUML. (originally made using <a href="https://www.lucidchart.com">https://www.lucidchart.com</a> )	In order to make updating the diagram easier as we add more to the implementation.
AC_6	Original use case diagram recreated using plantUML. (originally made using <a href="https://www.lucidchart.com">https://www.lucidchart.com</a> )	In order to make updating the diagram easier as we add more to the implementation.
AC_7	Removed unnecessary attributes/methods from original class diagrams and renamed a few methods..	Class diagrams are meant to be simpler by only including the most architecturally important attributes/methods and able to be understood by everyone.
AC_8	Added separate loops in the sequence diagram for preparation station interaction and ingredient station interactions.	To denote that one interaction necessarily involves the other in order every time.
AC_9	Edited use case diagram to be more correct.	Original use case diagram did not represent real-world stakeholders, but included different game concepts.Eg: "customer".
AC_10	Added developed versions of class diagrams.	To show how the methods and attributes in the implementation evolved, as the design of the system refined over time.

AC_11	Added developed versions of sequence diagrams.	To show how the sequence of events changes due to new added implementations, such as power ups etc.
AC_12	Added developed versions of use-case diagrams.	To show how adding new cases such as endless mode and save game affects the players perspective of the game.
AC_13	Added new discussions for updated class diagrams.	To explain in detail the new implementations introduced in the updated class diagrams. As well as reasonings for minor changes from the original document.
AC_14	Added new discussions for updated sequence diagrams.	To explain in detail the new updated discussions from the sequence diagrams.
AC_15	Added new discussions for updated use-case diagrams.	To explain in detail why the diagram was changed and explaining the new features added into the implementation.

## Method Selection and Planning

Original document: [W Plan1.docx](#)

Amended document: [W Plan2.docx](#)

<u>Change ID</u>	<u>Change Description</u>	<u>Change Justification</u>
PC_1	Changing the front cover to have our team on it. Including our individual names.	Since the project ownership has changed as such the front cover which indicates the owners of the document, has been updated accordingly.
PC_2	Changing any incorrect spelling, grammar, punctuation and spacing.	In order to make the document more readable and not confused.
PC_3	Adding headings to the document.	So the reader can clearly see the distinct sections and easily navigate the document
PC_4	Adding the use of a software engineering method.	This was specified in the brief to be included and was not. So the method that our team uses is now included.
PC_5	Adding headings for all of the development and collaboration tools.	It was not very clear what tools they had used. So, outlining them will help the reader know what tools have been used instead of finding out during their justification.
PC_6	Changing the first sentence of the IDE explanation.	Due to the restructuring of the document the sentence no longer makes sense as the paragraph it was once after has been relocated and structured under a heading. So, in order for it to make sense we have stated what relation to the previous paragraph was.
PC_7	Merging the two paragraphs talking about Java Game Frameworks together and adding a heading.	Since both paragraphs relate to the same tool being chosen it made sense to merge them and put them under a heading.
PC_8	Adding tools that were not mentioned: UML, communication, documentation and task management.	Stating what tools were used is crucial to the planning document. So, we added the tools that our team is using.
PC_9	Collating all relevant sections to	This way all the relevant information

	be put under the team organisation section of the document with the subheading assessment 1.	about how the previous team worked can be kept together in order to see how the project's team organisation was first carried out.
PC_10	Adding how our team is organised under the heading assessment 2.	Since our team works in a slightly different way to the previous team it made sense to state how we are currently organising our team. However we did not want to remove how the previous team was organised. So, if other teams were to continue the work they can see how previous teams divided the work load.
PC_11	No changes made to the Gantt charts or plan for assessment 1	Since this was the previous team's plan we cannot alter it even though their Gantt charts could be more detailed. Instead we will add our team's plan for assessment 2.
PC_12	Adding how our team have planned assessment 2	Since this is the second assessment with a list of new deliverables and requirements it is necessary to add to the planning document how we planned the second assessment.



## Risk Assessment and Mitigation

Original document: [W Risk1.docx](#)

Amended document: [W Risk2.docx](#)

<b><u>Change ID</u></b>	<b><u>Change Description</u></b>	<b><u>Change Justification</u></b>
RAC_1	Changing the front cover to have our team on it. Including our individual names.	Since the project ownership has changed as such the front cover which indicates the owners of the document, has been updated accordingly.
RAC_2	Changing any incorrect spelling, grammar, punctuation and spacing.	In order to make the document more readable and not confused.
RAC_3	Adding clearer headings and titles	In order to indicate distinct sections. This way the document can be easily navigated.
RAC_4	Adding additional detail about risks and why and their management process is important	In order to give the reader a greater understanding of risks so that they can understand the importance of risk management.
RAC_5	Adding subheadings and additional detail to each step of the risk management process.	The addition of subheadings make the process clearer for the reader. Also, if the reader only wanted to read up on one step of the process they can easily do so with the subheadings.
RAC_6	Amending the section: "We then ranked the risks and gave them a risk potential rating ... we can create a risk register" -removing first sentence -removing unnecessary detail -altering words -moving the final sentence further down in the section	The first sentence is essentially a repeat of the previous sentence and is not very well worded, taking clarity away from the description. Unnecessary details have been removed and words altered for clarity to create a more concise document for the reader. "we can create a risk register" has been moved further down in the section as at this point a risk register cannot be created.
RAC_7	Amending the sentence "brainstorm ideas to combat our risks ... based on our risk register"	Adding the correct terminology and moving the part about the risk register further down in the document as it needs to be created first.
RAC_8	Changing the format of the risk	Categorising the risks allows us to

	register by adding categories (Technology, People, Requirements, Estimation)	identify types of risk. This way the risks can be assigned to team members easily and managed more effectively.
RAC_9	Changing the table type from an image to a table.	This way the risks can be updated in the document as the project progresses.
RAC_10	Amending the table so it includes the new categories from the amended risk register	Adding the categorisation in a visual format will aid the assignment and management of the risks as if a risk needed to be updated, it will be easy to locate. It will also be more coherent for the reader.
RAC_11	Adding a risk type column and ID column as well as changing the impact column to severity.	These changes will be made in order to follow software engineering conventions. The type column and ID will be particularly useful as it gives additional categorisation and identification.
RAC_12	Adding colour to the table to highlight the importance of risks.	When managing risks it becomes clearer which ones are most important and should be monitored closely
RAC_13	Changing the ownership of risks to our team	Since the project ownership has changed the risk ownerships have been updated accordingly.
RAC_14	Amending the mitigations and wording of the risks	To ensure they are relevant to our team and clear to the reader. Some of the risks were reworded to use more concise and professional language
RAC_15	Adding some of our previous risks	The risk register in the document is not very thorough and is missing key risks, therefore it is important they are added.
RAC_16	Adding the new risks for this project	With the need for new requirements and working on another team's project, many new risks arise that need to be accounted for.