Group 3 - Space Complexity Members: Kristy Mok, Ben Chalk, Corina Rivero Montiel, Euan Faller, Joel Cutler, Luke Callen, Sam Ade Fowodu

Timeline for section 4c (Method selection and planning)

*The timeline is updated every Friday during our practicals.

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

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Method planning																															
Role allocation and	l cre	ate :	shar	ed o	drive	{Kı	isty	}																							
Decided on using a	an A	gile/	S¢ru	ım fi	rame	wo	k {	Kris	ty}	{Co	rin	a}																			

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

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Website																		
URL created	{Luke}																	
Requirements																		
Brainstorm and gather																		
Requirements	interview w	ith custo	mer (stakeh	oldei) {E	very	one	}									
Method planning																		
Role allocation and create shared drive {Kri	sty}																	
Decided on using an Agile/Scrum framework	<pre>< {Kristy} {</pre>	Corina}																
Implementation																		
Created Github collabor	ation proje	ct {Euan	} {Joe	el}														

Week 3: Moved on to 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.

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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}
Wite introduction for requirements/reference eveidence {Kristy}
Method planning
Role allocation and create shared drive {Kristy}
Decided on using an Agile/scrum framework {Kristy} {Corina}
Architecture
Start on diagrammatic representations and of the architecture of the team's product {Sam} {Euah}
Risk assessment and mitigation
Write up risk management process with justifications/draw up systematic tabular presentation of risks {Corina} {Luke
Implementation
Created Github collaboration project (Euan) {Joel}
Decide on the game engine {Euan} {[oel]}
Code implementation for the user building world (grid and camera settings) (Euan) (Ipel)

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 and then implemented.

Sep October 2024 Fr Sa Su Mo Tu We Th Fr Sa Su Mo T	C- C- M-
Fr Sa Su Mo Tu WeTh Fr Sa	
Website URL for website and links for important documents {Luke}	
Brainstorm and gather requirements questions (Everyone) Requirements interview with customer (stakeholder) {Everyone} Analyse and categorise gathered requirements {Beh} Write introduction for requirements/reference eveidence {Kristy}	
Method planning	
Role allocation and create shared drive {Kristy} Decided on using an Agile/Scrum framework {Kristy} {Corina} Implement the method plannings into our deliverable report {Kristy} {Corina}	
Record each sprint and task on PlantUML weekly {Kristy}	
Implement the timeline captures onto the website as a link {Luke} Write systematic plan for the project, giving an overview of the tasks/deadlines - Finalise systematic plan/comment on weekly s	1 1
Architecture Land Land Start on diagrammatic representations and of the architecture of the team's product {Sam} {Euan}	
Finalise detailed explanations of the diagrams presented (Sam) (Edaily Edaily Sam) (Edaily Sam)	
Risk assessment and mitigation	
Write up risk management process with justifications/draw up systematic tabular presentation of risks {Corina} Review and finalise the risk register {Corina} {Luke}	{Luke}
Implementation	
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} { Joel}	
U/implementing general functions e.g. menu, clock, progress bar etc. {Joel} {Eu Finalise the additional sprites {Euan}	uan}
Implement opening/end-scene, roads and fina	lise meni

Week 6:

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