CMP-6013Y

Final report marking sheet

Student's name: **Christopher Alastair Irvine**	Student's Reg: **100036248**
Marker's name:	Supervisor ☐ 2nd marker ☐
Title: **CODEX: A Progressive Web App in React for table-top role-playing games**	

	Marks
Introduction, related work and context	/20
Design / Methodology / Experimental plan	/20
Outcome / Analysis / Results	/30
Discussion, evaluation and conclusion	/20
Quality and accuracy of writing	/10
Overall mark	/100

Comments

Signed:	Date:

CMP-6013Y

Presentation marking sheet

Student's name: **Christopher Alastair Irvine**	Student's Reg: **100036248**
Marker's name:	Supervisor ☐ 2nd marker ☐
Title: **CODEX: A Progressive Web App in React for table-top role-playing games**	

	Marks
Explanation of problem and solution	/10
Software design / analysis of investigation / results of experiments	/30
Clarity of slides	/10
Structure of presentation	/10
Oral performance, including timeliness	/10
Evidence of understanding and reflection	/20
Quality of supporting flyer	/10
Overall mark	/100

Comments

Signed:	Date:

Student's name: **Christopher Alastair Irvine**	Student's Reg: **100036248**	
Title:		
Supervisor: **Dr Katharina Huber**	Signed:	Date:
2nd marker:	Signed:	Date:

Marks	Supervisor	Second marker	**Agreed mark**
Report			
Presentation:			

Comments (made available to the student)

Christopher Alastair Irvine

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2018

CODEX: A Progressive Web App in React for table-top role-playing games

Supervised by Dr Katharina Huber

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Abstract

This project is the tits and here's why...

Acknowledgements

I would like to thank Dr Katharina Huber for taking on the supervision of this project, and guiding me towards success. Additionally I would like to thank Wizards of the Coast for their generosity and kindness in allowing the use of their Intellectual Property for this project.

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The CODEX project was to software engineer a progressive web app built in ReactJS, using an agile methodology. The principle challenge of CODEX was that, unlike the majority of software engineering project, there was only one developer. Agile methodologies are designed to be used by a group or groups of developers, with designated roles for individuals within the team. As part of the preparation for CODEX, a single developer methodology had to be found, these were *Agile Solo* and *XP for One*. *Agile Solo* was selected to be the principle methodology for the development of CODEX.

7.1. Agile Solo

Agile Solo, as described in Section 3.1.3, is a methodology that was developed because there was no Agile development methodology designed for solo developer projects.

7.2. CODEX

A. CODEX Gantt Chart

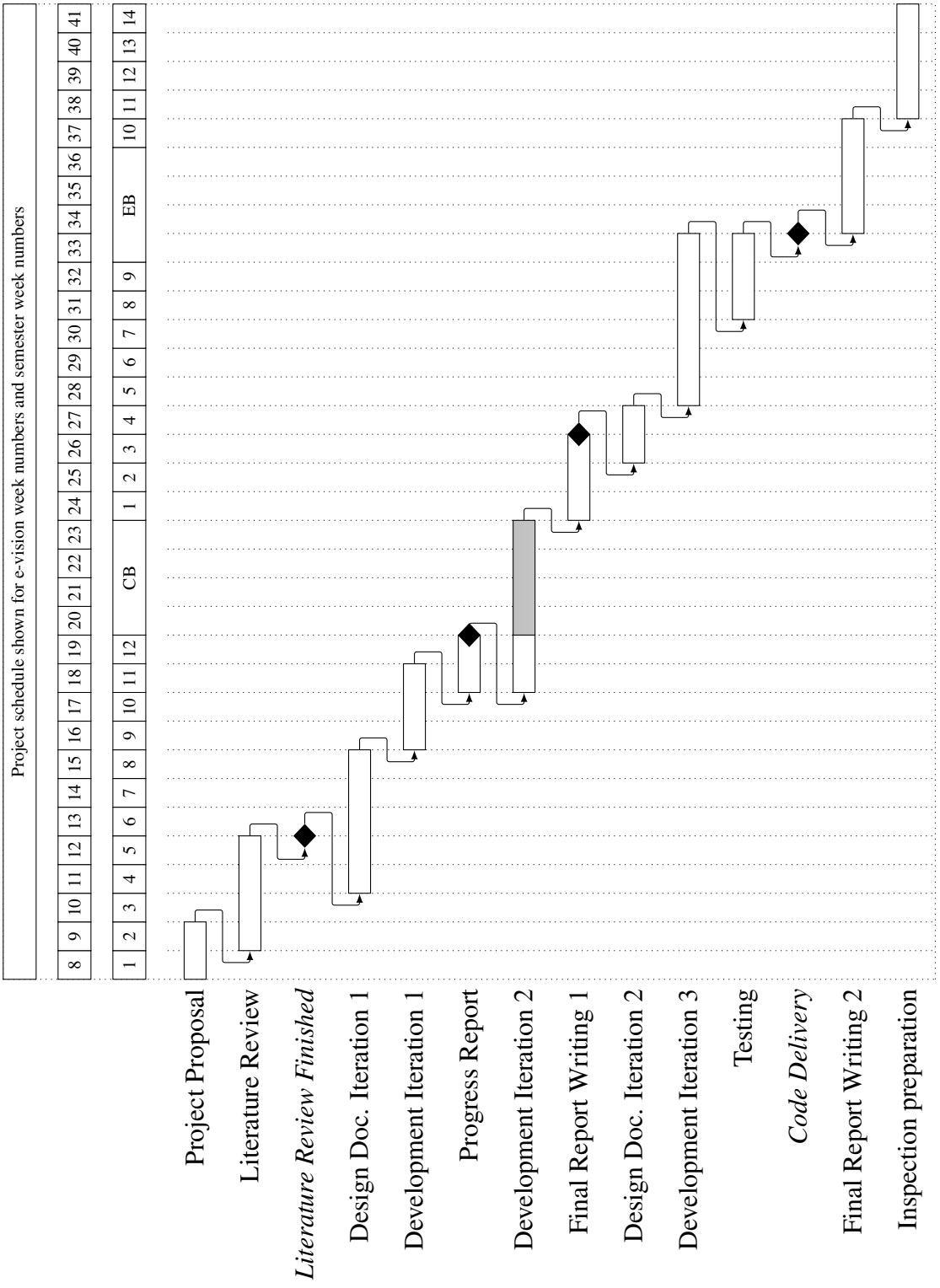

Figure 1: CODEX Gantt Chart, outlining the major tasks and deliverables

References