

In terms of our methods four assessment four, we will be carrying over much of what was supplanted during the current assessment. In assessment three, the group structure felt like it had come together. As we laid out in our 'Methods and Plans' report, we found that the team restructure made working together far more cohesive and Luke brought the team together well as Project Manager. Due to this for assessment four, we are confident in continuing with this team formation. Similarly, we plan to continue on utilising sub-teams as we found it allows members to play off each other's strengths and weaknesses.

What will be most critical in the final stages of the assessment is robust testing. Since we will be presenting to the stakeholder, what should be a final, polished product; we must ensure that any bugs or program flaws are swiftly identified and dealt with. Learning upon our experience in assessment two we will be planning and implementing tests as early as possible to ensure all core functionality is working correctly. We will also be regularly playtesting as new features are added; since we are relying on an external library 'libgdx', we can sometimes run into unexpected results in our gameplay which we cannot explicitly unit test.

Finally, we did not feel like we were fully prepared for the presentation of our original project to the cohort, while this was not a critical part of the project, the final stakeholder presentation is. Our presentation of our product for this assessment will provide us with further experience, however we must allocate enough time after the products completion to prepare a professional, clear and coherent presentation that would befit a formal setting.

