

Dragon Boat Z

- Assessment 1
- Requirements
- User Requirements
- Functional Requirements
- Non-functional Requirements
- Constrain Requirements
- Requirements Complete
- Method Selection and Planning
- Software Engineering Methods
- Team Organisation
- Systematic Plan
- Method Selection and Planning Co...
- Risk assessment and planning
- Define risk format
- Initial found risks
- Early software development risks
- 1st prototype risks
- Finalising risks
- Risk Assessment Complete
- Architecture
- Abstract Architecture
- Concrete Architecture
- Systematic justification
- Architecture Complete
- Implementation
- UR_BOAT_CONTROLS
- UR_DAMAGE
- FR_STATS
- FR_OBSTACLES
- FR_STAMINA
- FR_ASPECT
- UR_UNIQUE_BOATS
- UR_MAP
- UR_LANE
- UR_HUD
- UR_MENU
- UR_MARKET
- UR_DIFFICULTY
- V1 Release
- Assessment 2
- Continuous Integration - WP3
- Story - Summary
- Story - CI Infrastructure
- Change Report - WP1
- Story - Summary
- Story - Requirements
- Story - Architecture
- Story - Methods & Plans
- Story - Risks
- Testing - WP2
- Story - Summary
- Story - Tests
- Story - Blackbox Testing
- Task - Design Test Cases - Blac...
- Task - Traceability Matrix
- Task - Complete Blackbox Testi...
- Task - Complete Blackbox Testi...
- Story - Whitebox Testing
- Task - Design Test Cases - Whi...
- Task - Write automated JTest
- Task - Complete Whitebox Test...
- Story - URLS
- Implementation - WP4
- Story - Documented Code
- Task - Understanding Current Co...
- Task - JavaDocs
- Task - How code implements
- Game Development - WP5
- Story - Sprite Design
- Story - Implementing Missing Featu...
- Story - Implement new Requiremen...
- Story - Prototype
- Story - Final Game
- Additional - WP6
- Story- Audit Documentation
- Task - Presentation (Unknown Date)
- Website - WP7
- Deliverable PDF Versions
- Executable
- User Manual

