Methods and Planning

Cohort 4: Group 2

Greyhounds

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Software Engineering Methods:

Our team used Google Docs, GitHub and Discord as our main collaboration tools. Google Docs was to share useful documents and meeting notes amongst other things with everybody in the group. We used discord to communicate because it was helpful to split the communication channels into each team, so communication wouldn't be disorganised in the main chat. We also used WhatsApp as a secondary form of communication for less formal communication. Github was used specifically for the implementation for separating what code each team member did, we found this useful for making sure that the work was split evenly.

We discussed Slack as an alternative to Discord, but we decided Discord was better as no one in our team had used slack before, so for ease we chose discord. Another alternative to Discord was Microsoft Teams, although similar we thought Microsoft Teams' video calls were sometimes laggy.

Team Organisation:

As a team we decided to split ourselves into groups for each of the deliverables, for example a group for architecture, the website, requirements etc. Each team contained a number of students appropriate for the percentage of marks of the respective question, so implementation had more members in it than the website. We also decided that at least two people should be on every team in case one member fell ill or was absent. That meant that the whole project wouldn't be at a stand still if one person wasn't able to do the work. We then selected a team leader for each group and then an overall team leader, to make sure each group's work is cohesive to one another. For effective communication each team leader gave regular updates to the overall team leader. The overall team leader's role was to check in on each team and make sure all the groups were working. For the website team we deemed only one person needed to be on that team as it is a relatively small task.

In software engineering the design aspect is very important, we designated the design to the implementation team. We thought this was the most appropriate team for design as implementation doesn't have many tasks in the earlier stages.

To make sure the game worked and nothing went wrong unexpectedly, we plan to finish the game (including testing) on the 7th of November, 4 days before the actual due date.

We had weekly meetings on Wednesdays and Fridays to see the progress of the project.

The teams were:
Website: Igor
Requirements: Olwenn, Asher, Praise
Architecture: Alice, David
Method Selection and Planning: Jennifer, Praise
Risk Assessment and Mitigation: Asher, Olwenn
Implementation: Alice, Igor, David, Jen
With the team leaders; Igor, Olwenn, David, Jennifer, Asher, Alice
The overall team leader: Jennifer

Project Plan:

Weekly Priorities:
Week 1:

- Interview the client
- Split group into different teams
- Decide which game engine to use
- Decide as a group what each event will entail
- Set-up website

Week 2:

- Finialise details of each event
- Start methods and planning write up
- Create a rough plan for assignment 1
- Start research for requirements
- Start risk register
- Agree on aesthetics of game using client meeting and specification sheet
    - Camera angle
    - Art style
    - How to make it look like the University of York

Week 3:

- Draw UMLs (Structural and Behavioural)
- Start initial design for game via Libgdx
- Continue risk register
- Continue requirements

Week 4:

- Finish risk register, do write up for part a
- Finish requirements
- Finish at least 2 UMLs
- Start the architecture write up for the design process

Week 5:

- Start fully implementing the game:
    - Create map
    - Create sprites for avatar, dean ect
    - Start with implementing events e.g. speed boost, speed buffer, hidden event
- Review all final write ups e.g. req1, architecture ect

Week 6:

- Finalise and test game

- Implementation write up
- Review implementation write up
- Finish uploading documents to the website
- Upload game as JAR to website
- Create presentation for game
- Submit assignment 1

Weekly Progression Gantt charts: