Method selection and planning

Group 30   Triple 10

Team Members:

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Our Chosen Software Engineering Methods and Tools

For this project, we followed a waterfall model as the clearly defined steps ensured we fully completed each phase and had a clear end goal that we worked towards, the requirements specified in assessment 1's criteria.

We have used GitHub to implement the project as it allows for easy collaboration between team members and provides a secure backup of our files rather than a personal machine. It is also a well-known system, so documentation of features can easily be found.

Our team has also used the more general collaboration tools of discord and google drive to converse and collaborate on the documentation. These programs are designed to aid collaboration between group members through group chats/calls and shared folders that each group member can edit.

By using these different applications, it allows us to follow the waterfall methodology by keeping each phase separated (for example, we exclusively uploaded files involved in the implementation to GitHub and had individual files for each stage in google drive)

Some alternative applications we considered were GitLab, Bitbucket, and Microsoft word; however, we felt that we could find better support for GitHub and that collaboration would be easier in google docs than in Microsoft.

Team Organisation

To organise our team, we created a Gantt chart to plan our project and when we would focus on each development section. We also created a Team meeting logbook to record which deliverables each team member worked on that week so that our group shared the work evenly. The risks we outlined were also shared between team members so that we could fully monitor for any problems in our project. We often had external team meetings to ensure we kept in line with the Gantt chart and collaborated through any issues.

Below is a work breakdown diagram splitting up the main sections of the project.
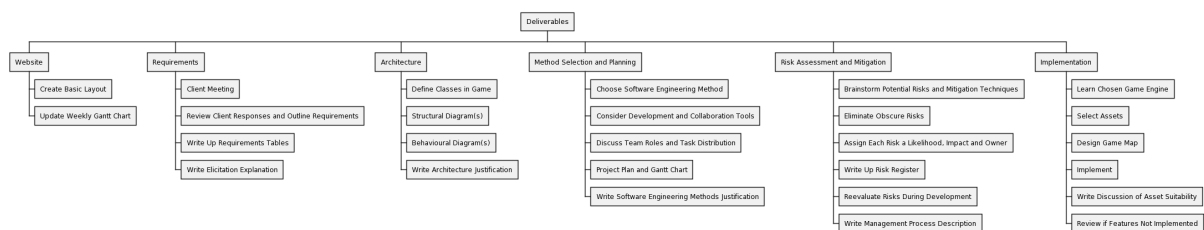
systematic plan

23/11/2022
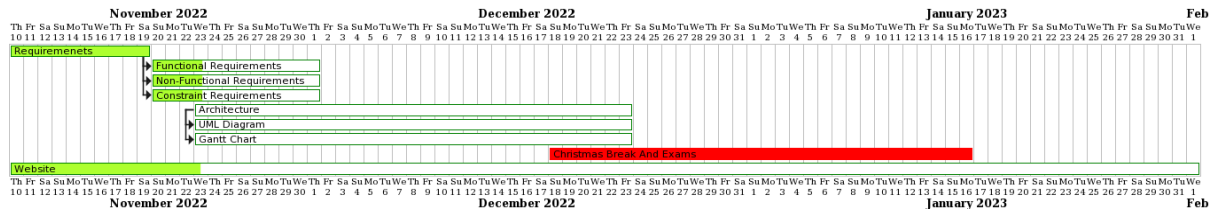
This was our first week and the first iteration of our gantt chart, we had finished our client meeting and we had started to organise our requirements specification. Here, our plan was to focus on the requirements and then start transitioning to the Architectural part. We did not start working on the risk assessment and mitigation, we had a general idea on the method we were gonna use but nothing final.

30/11/2022
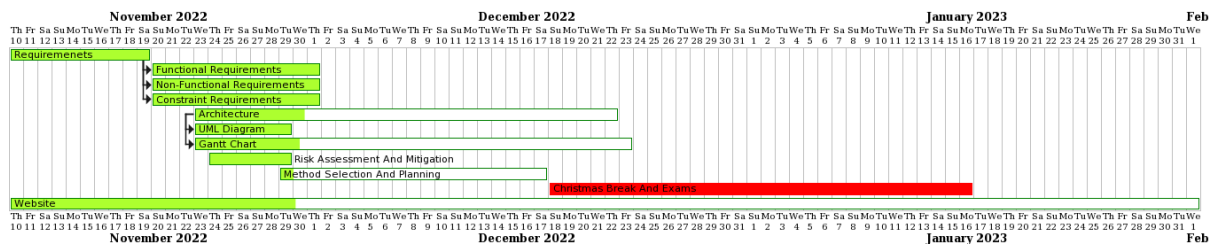
This week, we finished the requirements document and we had started to work on the architecture, as seen above we were making progress with the gantt chart and we had finished the UML diagram, we also started working on the Method that we are gonna adopt, our plan was to finish everything other than the the implementation of the game and its documentation until after the Exam week, we knew it was gonna be tight with the deadlines but that decision was made by our team as a whole, we believed we could make it work

07/12/2022
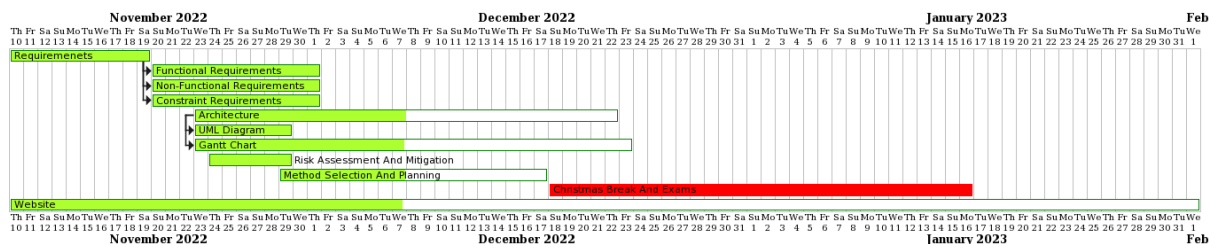
This week, we were still still working on the architecture and we started designing the map and we continued the research for the method selection and planning and we

stuck with the plan which is finishing everything except the implementation of the game until after the Christmas break and the exam week

20/01/2023

November 2022 | December 2022 | January 2023 | Feb

Requiremenets
Functional Requirements
Non-Functional Requirements
Constraint Requirements
Architecture
UML Diagram
Gantt Chart
Risk Assessment And Mitigation
Method Selection And Planning
Christmas Break And Exams
Game Implementation
Create Map Implement Map
Chef
Customers
Ingredients
Menu
Stations
Website

This week, we had finished the method selection and planning and the architecture, we started to implement the game, we split up the game implemen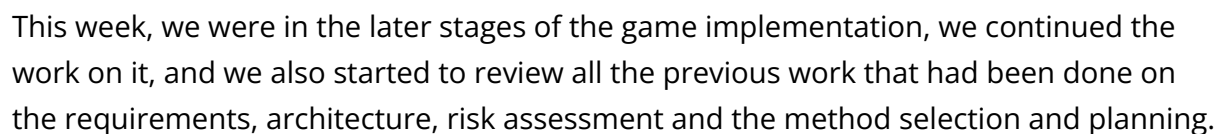tation to allow us to work in parallel, we were behind schedule on the implementation of the game as we had some problems with fully understanding libgdx but as all other parts were mostly done, we were able to use the full effort of the team which allowed us to pick up the pace and get right back on schedule

25/01/2023

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This week, we were in the later stages of the game implementation, we continued the work on it, and we also started to review all the previous work that had been done on the requirements, architecture, risk assessment and the method selection and planning.

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