**Contribution Report Group 4**

# Week 1

During week 1 as a group we selected all the possible classes needed for the project. We then split these classes between us so everyone could create CRC cards for each individual class assigned to them, then we planned to collaborate them all together later. This is the list of every class that each group member got assigned to and made CRC cards for:

Johannes – Goal, Level, Smart

Ciara – Player, Enemy, Profile

Bryony – Door, Teleport, Kill

Ruth – Collectables/Items

Tom – Line Enemy, Wall Enemy, Dumb Enemy Jake – Cell, Wall, Ground

Rohini was not allocated any classes for week 1 due to absence and being unable to communicate well with her.

# Week 2

During week 2 we realised as a group that some classes will be a lot more detailed than others and as Rohini needed to be assigned some classes to design we decided to change around a few classes given to people. The changes of classes assigned were:

Johannes – Profile, Level

Ciara – Player, Enemy

Rohini – Goal, Smart

By the end of week 2 everyone had successfully made an attempt at creating CRC cards for each class assigned to them, including all responsibilities and collaborations needed for each class, This is why everyone was given equal collaboration marks. Even though we hadn’t been able to meet with Rohini this week she sent a picture of her CRC cards.

# Week 3

We spent most of this week discussing what classes we would pick for the main ones and the UML diagram would use for the hierarchy diagram. We divided these up and make the final CRC cards along with the extra information and thought about some complex behaviours they may have. Rohini didn’t attend the meeting on week 3 and couldn’t communicate with us so we assigned her 0 marks, Jake wasn’t able to attend the meeting but was given a few small tasks which he completed so was given half marks for week 3.

# Partial Design Document - CRC cards

Once we had selected the 5 classes needed for the partial design document which were cell, player, profile, Level and Smart Enemy, we needed to create CRC cards for each. We decided that each class 2 people have a go at creating a CRC card for it and then can both collaborate their ideas at the next meeting, so no important responsibilities or collaborations were missed. The classes were split off as follows:

Player – Ciara and Bryony

Profile – Ciara and Johannes

Cell – Ruth and Jake

Smart Enemy – Tom and Rohini level – Johannes

Once created these were then checked over by each group member and the necessary changes were made.

# Partial Design Document – UML Diagram/ Hierarchy Descriptions

We discussed the key points needed for the UML diagrams of the classes as a group during one of our meetings. Then Ruth created the UMLs and Jake assisted with the collaborations between each of the classes.

With hierarchy descriptions these were also discussed with the group beforehand and then Tom completed the UML for this. He made sure to use the above UML diagram as a start to his as it had smart enemy and player would were also part of this moveable hierarchy.

# Partial Design Document – Complex Behaviours

As a group we all decided which the 5 complex behaviours should be. We choose finding the shortest path between the smart enemy and player, save state of game when the user exits the game mid way through, load game when the user wants to resume a level that they have previously attempted, move which controls how the player and enemies move and level complete which is called when the user completes the current level.

Ciara, Bryony and Ruth completed the descriptions of these 5 behaviours by explaining what they do and what collaborations they each need to make.

# Partial Design Document – Level File Format

This section was completed by Johannes and Ciara. Johannes wrote down the file format and then Ciara wrote this section up into the design document and added an example map also. Then was checked over by the group and any missed points were added in.

# Other Contributions

The minutes were completed each week by Jake, Ruth and Bryony. Jake wrote the minutes from the first week and uploaded them, Ruth did the same for the second week and Bryony for the third.

Ciara created the template for the partial design document, and she was the main contributor to the layout and structure of the final document by collecting everyone’s work and putting it all together, by instructing the group any points that had been missed and then assigning roles to get sections done. The group worked together to complete the document and make sure that it was all coherent. Bryony contributed this sheet as part of the assignments she took on.