CSC2058 Peer Assessment 1: Back from the Brink

This Assessment Document is intended to provide you and your assessor with an overview of each group member's involvement delivery of the CSC2058 Project.
Each group should complete one Assessment Document and its content must be agreed by all group members. The completed form should be included at the start of your group's PDF report. ***Don't forget to fill in the Group Number.***
There are two main parts to the Assessment Document – the Evaluation and the Declaration. Both parts must be completed – otherwise your group's report will not be marked. Arrange a group meeting to discuss the evaluation, and see the note below!

Evaluation	Group Number: 41			
Name	Contribution to team-working and motivation[1]	Contribution to PDF Report 1 [1,2]	Contribution to Interim Demo[1,2]	**Peer Score** (Range 85 – 115)
Ryan Craig	5	5	5	115
Matthew Creighton	5	5	5	115
Joel Donaldson	5	5	5	115
Darryl Donnelly	5	5	5	115
James Cassidy	5	5	5	115
Jack Cosby	5	5	5	115

[1]Values for contribution: 1 = Minimal Contribution; 2 = Reasonable Contribution; 3 = Good Contribution; 4 = Very Good Contribution; 5 = Excellent Contribution
[2]This value should consider contributions in the round – direct contributions to required deliverables, and contributions that have made the deliverables possible.

Declaration

"I declare that I have read the Queen's University regulations on plagiarism, and that any contribution I have made to the attached submission is my own original work, except for any elements that I have clearly attributed to third parties. I understand that this submission will be subject to an electronic test for plagiarism and will also be subject to the University's regulations concerning late submission if it is received after the deadline."

Name	Date	Confirmation *(use the words shown in the example below!)*
Ryan Craig	24/11/2020	I agree to the terms of the declaration
Matthew Creighton	24/11/2020	I agree to the terms of the declaration
Joel Donaldson	24/11/2020	I agree to the terms of the declaration
Darryl Donnelly	24/11/2020	I agree to the terms of the declaration
James Cassidy	24/11/2020	I agree to the terms of the declaration
Jack Cosby	24/11/2020	I agree to the terms of the declaration

A note on the Evaluation:

Complete all the columns in the Evaluation Table. The Contribution columns are intended to help team members quantify each other's input to the project, before they award agreed **Peer Scores**. There will not necessarily be a precise correlation between the Peer Score and the Contribution values. However, high Contribution values, as an indicator of the importance of the team member's work to the success of the project, should normally result in a high Peer Score for a team member. Likewise a low Peer Score would be the expected outcome if Contribution values are low. Students who have made a high-value Contribution in all three contribution categories (e.g. 5,5,5) should expect to receive a higher Peer Score than students who have made a lower-value Contribution in one or more categories (e.g. 5,5,3).

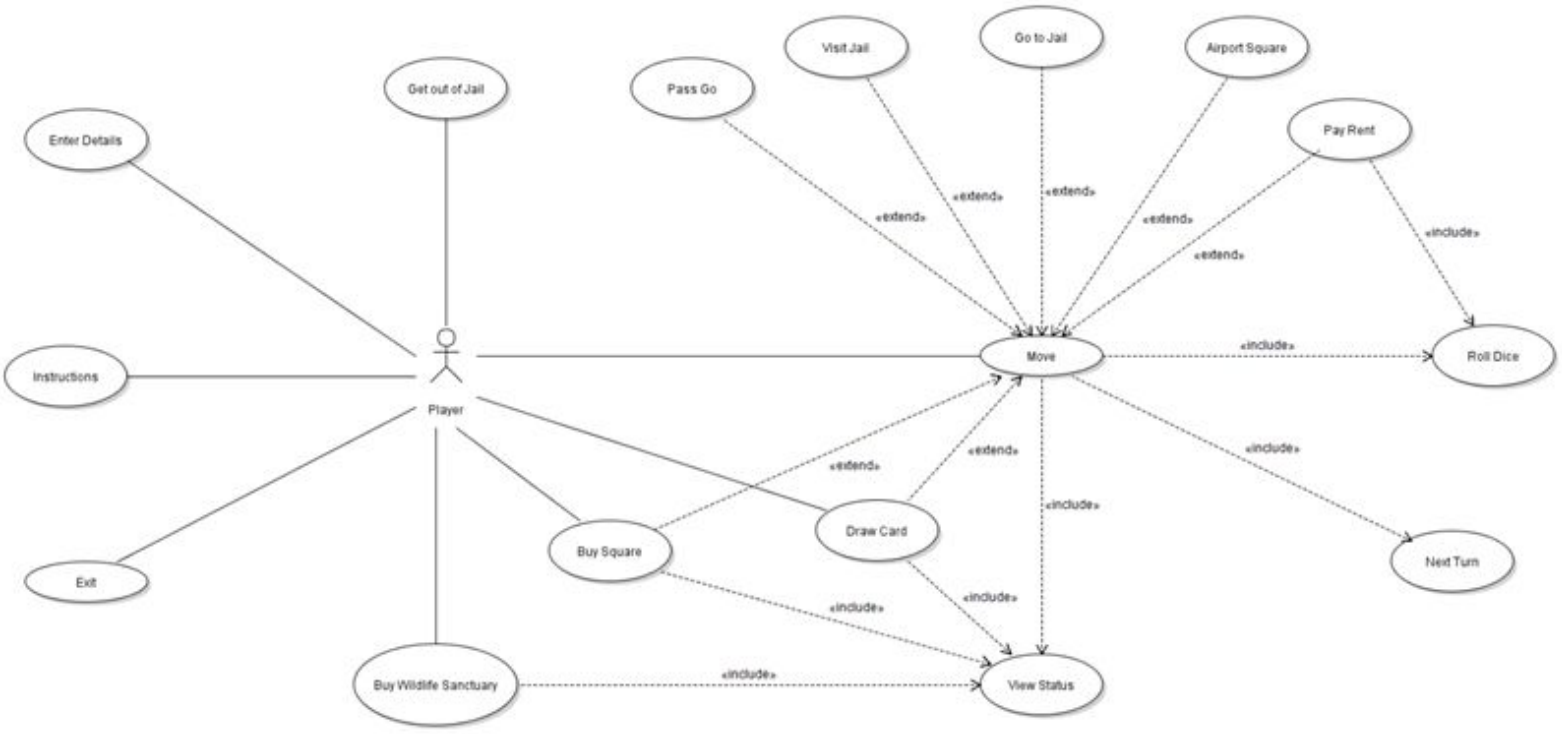
If, having reviewed the Contribution values, the team agrees that Team Member 1 made a minimal contribution overall, a Peer Score of 85 would be appropriate for Team Member 1. If Team Member 1's contribution was excellent (critical to the success of the project in all areas of engagement), consider a peer score of 115. If Team Member 1 made a generally good contribution, doing what was expected of them, they could expect to receive a Peer Score of 100. It may be that a team member (for whatever reason) has disengaged from the project entirely, and in such circumstances a Peer Mark of 0 may be acceptable. ***Please inform the module Lecturer if a team member has left your group or has ceased to play an active role in the group.***

Each team member's overall score for the project will be calculated according to the formula alongside, where S_i is Team Member *i*'s overall score, P_j is the Peer Score received by Team Member *i*, N is the number of members in the team, and M is the raw mark awarded to the report by the assessor.

$$S_i = \frac{P_i}{\frac{1}{N}\sum_{j=1}^{N} P_j} \times M$$

Any Peer Score within the range 85 – 115 will normally be accepted by the module Lecturer. **However, students are expected to award a range of marks within a team: it is very unusual in a project for everyone to display exactly the same level of ability and commitment, and the Peer Scores should reflect this.** Be fair: be prepared to recognise someone who has adopted a leading role in the project, and acknowledge the fact that some contributions will be weaker than others. Uniform marks, or marks outside the range 85 – 115, may require that the Team discuss its decision with the module Lecturer, in order to agree a fair distribution of marks. Throughout the project, team members should use appropriately named folders in GitLab to help them co-ordinate their work and maintain a record of their contributions. Where team members cannot agree a distribution, or the distribution is unreasonable, the module Lecturer's judgement will be final.

Use Case Requirements Specification and Planning



Use Cases

- UC1 Enter Details
- UC2 Move
- UC3 Roll Dice
- UC4 Next Turn
- UC5 Airport Square
- UC6 Go to Jail
- UC7 Visit Jail Square
- UC8 Pass Go Square
- UC9 Pay Rent
- UC10 Draw Card
- UC11 Buy Square
- UC12 Buy Wildlife Sanctuary
- UC13 View Status
- UC14 Instructions
- UC15 Exit

Use Cases and their Flow of Events

Flow of Events for Enter Details Use Case (UC1)	
Objective	To create a player for the user to start playing the game.
Precondition	● Player starts the game.
Main Flow	1. When the user starts the game, they will be presented with a main menu. 2. The user will be able to select 'Create Users'. 3. Then the user will be prompted to enter how many users they wish to play the game. 4. They will then enter the name of their player and select a colour.
Alternative Flows	● At 3, the number of players in the game must be a whole number greater than 1 and no greater than 6. If the user does not enter a whole number between 2 and 6, the user will be requested to enter in the number of players again ● At 3, the game will not accept a name that is empty. The user will be prompted to enter it again.
Post-condition	The new players are created and added to the game.

Flow of Events for Move Use Case (UC2)	
Objective	To move the player further on the board.
Precondition	● The game has at least 2 players created.
Main Flow	1. This environment game is turn based. 2. Movement of the player is determined by the value they roll on the dice. If a player rolls a 5, the player moves 5 squares etc. 3. The player's turn ends once they have moved to their new position on the board.
Alternative Flows	● Depending on where the player lands, they may stop at the 'Pass Go', 'Opportunity Square', 'Pay Rent', or Buy Square.
Post-condition	The player will move to a new square on the board.

Flow of Events for Roll Dice Use Case (UC3)	
Objective	To give the user a value for how many squares they move on the board.
Precondition	● It is the next player's turn to roll dice.
Main Flow	1. The player will roll dice once they have been selected to go next. 2. Text appears in the console to inform the player the value of their dice roll. 3. Two dice used in the game for a total of 12 maximum squares to move.
Alternative Flows	● None.
Post-condition	Player receives value from the dice roll and moves by the indicated amount.

Flow of Events for Next Turn Use Case (UC4)	
Objective	Gives the player their next turn to roll the dice.
Precondition	● The previous player has finished their go.
Main Flow	1. The previous player has finished their turn. 2. The next player is given their turn on the board.
Alternative Flows	● None.
Post-condition	The player has their turn to roll the dice.

Flow of Events for Airport Square Use Case (UC5)	
Objective	To move the player several squares once they have landed on the ‘Airport’ Square.
Precondition	● Player has landed on the ‘Airport’ Square. ● Player has rolled the dice.
Main Flow	1. The player lands on the ‘Airport’ Square. 2. From here, a message will display in the console telling them they can move several squares. 3. The player will have 200 points subtracted from their balance as a result.
Alternative Flows	● At 3, if the player does not have enough eco points to use the ‘Airport’ Square, they will go bankrupt and lose their place within the game.
Post-condition	The player will have moved 5 squares from the ‘Airport’ square and lose 300 eco points.

Flow of Events for Go to Jail Use Case (UC6)	
Objective	Player moves to the Jail square and can’t move until the fine is paid.
Precondition	● The player lands on the opportunity square and draws the ‘Go To Jail’ Card.
Main Flow	1. The player will roll their dice and land on the ‘Opportunity’ Square. 2. When drawing a card, the player will draw the ‘Go To Jail’ Card and immediately move to the ‘Jail’ Square. 3. For the player’s next turn, they will be unable to move unless they have paid the fine to leave jail.
Alternative Flows	● At 3, if the player is unable to pay the fine to leave jail, they will have lost the game and no longer be playing.
Post-condition	The player is in the ‘Jail’ Square and misses a turn unless they pay a fine.

Flow of Events for Visit Jail Use Case (UC7)	
Objective	The player lands on the ‘Jail’ Square.
Precondition	● Player rolls dice and lands on the ‘Jail’ Square.
Main Flow	1. The player lands on the jail square. 2. They do not have to pay to get out as the player is just visiting the square.
Alternative Flows	● At UC10, the player draws the card ‘Visit Jail’ and moves to the Jail Square.
Post-condition	The player is on the ‘Jail’ Square and is only visiting.

Flow of Events for Pass Go Use Case (UC8)	
Objective	For the player to complete one round of the board.
Precondition	● Player rolls dice and passes ‘Pass Go’ square.
Main Flow	1. The player lands on or passes “Pass Go” square. 2. Player then receives 150 eco points.
Alternative Flows	● At UC10, if the player receives a card that makes them move forward so many squares that their destination square is passed ‘Pass Go’, they do not receive any eco points.
Post-condition	Player is passed ‘Pass Go’ square.

Flow of Events for Pay Rent Use Case (UC9)	
Objective	To give the player the option to pay rent on an unowned property.
Precondition	● It is the player's turn. ● The player has rolled the die. ● The player lands on a property that has been purchased by another player.
Main Flow	1. The player must pay rent to the owner of the square. 2. The rate of rent will depend on how much Wildlife Sanctuaries the opposing player has purchased on the square.
Alternative Flows	● At 2, if the player does not have enough eco points to pay the rent, they will go bankrupt and be removed from the game.
Post-condition	The player will have the rent payment subtracted from their balance.

Flow of Events for Draw Card Use Case (UC10)	
Objective	To give the player the ability to draw a card from the 'Opportunity' Card.
Precondition	● It is the player's turn. ● The player has rolled the dice. ● Player lands on the 'Opportunity' Square.
Main Flow	1. When the player lands on the 'Opportunity' square, a card is drawn at random from the pile. This will invoke the 'View Status' use case (UC13) to view a card. 2. The card can either add to balance, subtract from balance, go to jail, visit jail, pass go. 3. The card is then put back into the pile. 4. The player will take a certain action depending on the card they have been dealt.
Alternative Flows	● At 2, if the player gets the subtract from the eco points card but does not have enough to pay it, the player goes bankrupt and leaves the game.
Post-condition	The player will have drawn a card that will either have a positive or negative attribute associated with it.

Flow of Events for Buy Square Use Case (UC11)	
Objective	To give the player the option to purchase property on a square.
Precondition	● It is the player's turn. ● The player has rolled the die. ● The player lands on a property that has not yet. been purchased.
Main Flow	1. When the player lands on a property that has not yet been bought, the player can buy it before the next player is given their turn. 2. The price of the property is determined by the biome the player is in. 3. The 'View Status' use case (UC13) will then be included to view the price of the square. 4. The player does not have to buy the property and can choose to cancel the transaction. 5. Once the property is bought, the player will have the price of the square subtracted from their eco points, and their status will be updated.
Alternative Flows	● At 4, if the player tries to buy the property without having enough eco points, a message will say they cannot purchase the property and it will then be the next player' turn (UC4). ● The player can buy up to 3 Wildlife Sanctuaries on an owned square (UC12).
Post-condition	The player will have successfully purchased a square on the board.

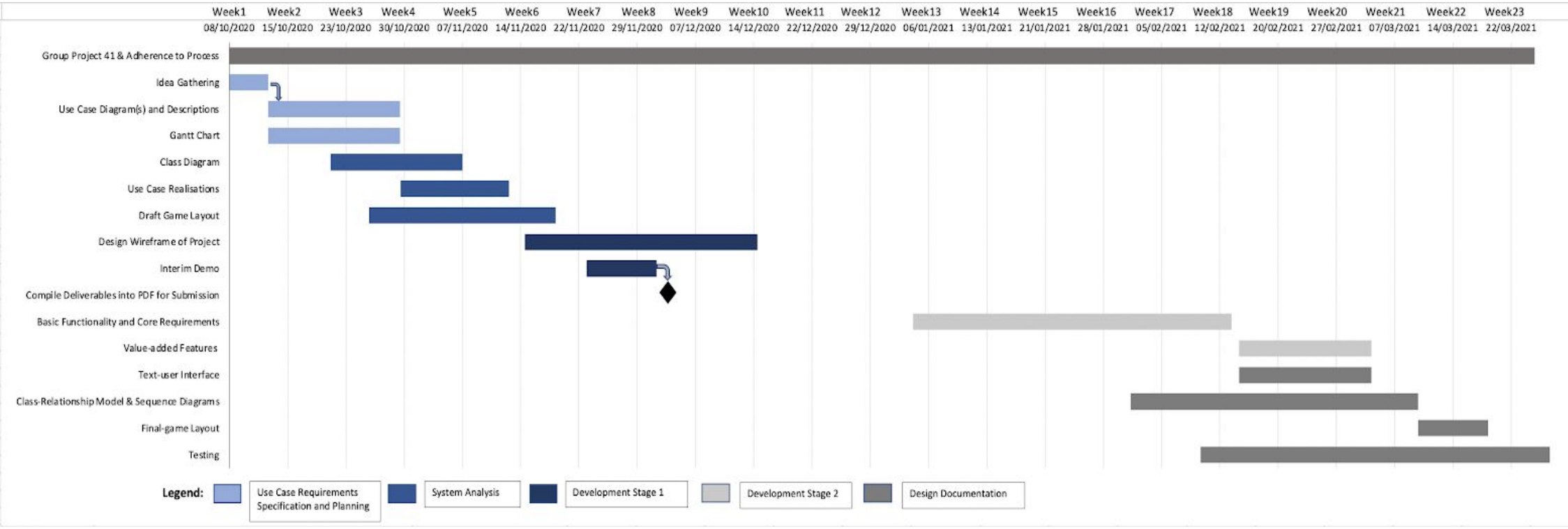
Flow of Events for Buy Wildlife Sanctuaries Use Case (UC12)	
Objective	To give the player the option to Wildlife Sanctuaries on a owned square.
Precondition	● It is the player's turn. ● The player has rolled the die. ● The player lands on a property that they own.
Main Flow	1. When the player lands on a square that they own, they will be given the option to buy a wildlife sanctuary on it. 2. The price of the wildlife sanctuary is determined by the biome the player is in and by previous wildlife sanctuaries already purchased on the square. 3. The 'View Status' use case (UC13) will then be included to view the price of the wildlife sanctuary the player wishes to purchase. 4. The player can choose to not purchase a sanctuary on the owned square. 5. Once the property is bought, the player will have the price of the wildlife sanctuary subtracted from their eco points, and their status on the board will be updated.
Alternative Flows	● At 4, if the player tries to buy the wildlife sanctuary without having enough eco points, a message will say they cannot purchase it and it will then be the next player's turn (UC4). ● Once a player has purchased a maximum of 3 wildlife sanctuaries on an owned square, they will no longer be given the option to buy more if they land on that owned square again.
Post-condition	The player will have successfully purchased a square on the board.

Flow of Events for View Status Use Case (UC13)	
Objective	To give the player an overview of a square or wildlife sanctuary they wish to purchase.
Precondition	● It is the player's turn ● The player has rolled the die. ● The player lands on a square that is not yet owned ● Player lands on an owned square.
Main Flow	1. Once a player has landed on a square that is not owned or a square they wish to purchase a wildlife sanctuary, they will be displayed with the status of that card through this use case. 2. This will always be included when a player lands on a square they wish to purchase (UC11) or an owned square they purchase sanctuaries on (UC12).
Alternative Flows	● None
Post-condition	Player sees the status of square or sanctuary and is the next player's turn.

Flow of Events for Instructions Use Case (UC14)	
Objective	To give the player instruction on how to use the game.
Precondition	● Users must be on the main menu.
Main Flow	1. From the main menu the user can select 'Instructions'. 2. Text will be displayed on the console, telling the user on how to play the game by rolling dice, buying properties, paying rent, what each card does etc. 3. After the user is done with the instruction menu, they will be brought back to the main menu.
Alternative Flows	● None.
Post-condition	The user will have seen the instructions to play the game.

Flow of Events for Exit Use Case (UC15)	
Objective	To give the user the option to close the game.
Precondition	● None.
Main Flow	1. From the main menu or in the game, the user will be able to select the ‘Exit’ option. 2. The player will be prompted asking them if they wish to exit the game. 3. The game will then close.
Alternative Flows	● If the user says they don’t wish to exit the game, they will be brought back to the main menu or game, depending on where they opened the exit option.
Post-condition	The player will have exited the game.

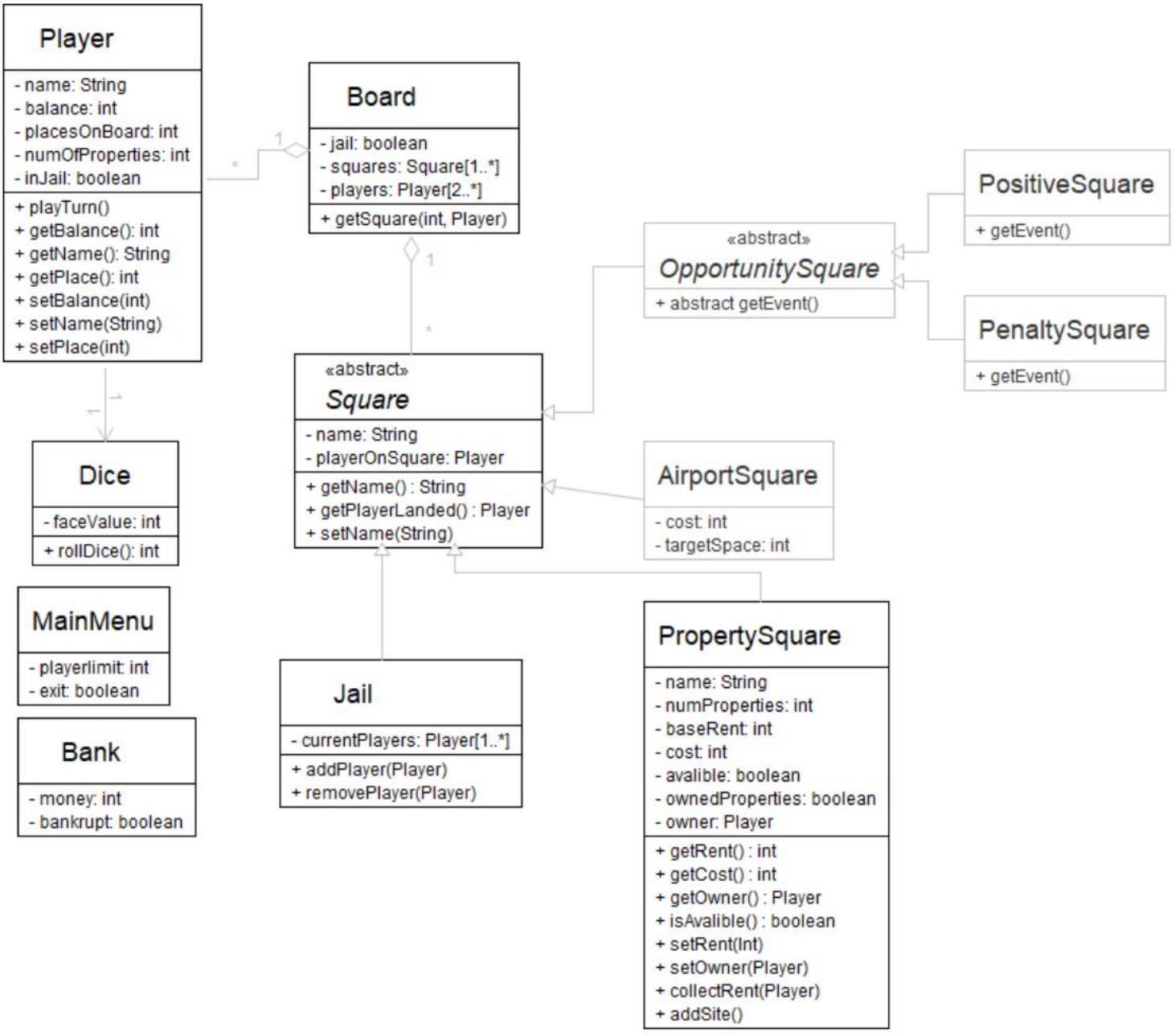
Gantt Chart



Above is Group 41's Gantt Chart that highlights the main phases of development of our game 'Keep Cool'. The chart indicates the approximate start date and duration of the various phases. As you can see, the legend shows the main stages of the development process: Use Case Requirements Specification and Planning, System Analysis, Development Stage 1, Development Stage 2 and Design Documentation. As a group we plan to adapt an agile methodology during our development, with different group members working on different components throughout as depicted in the chart. We plan to use this Gantt Chart to monitor our progression and keep to schedule as we move through the project.

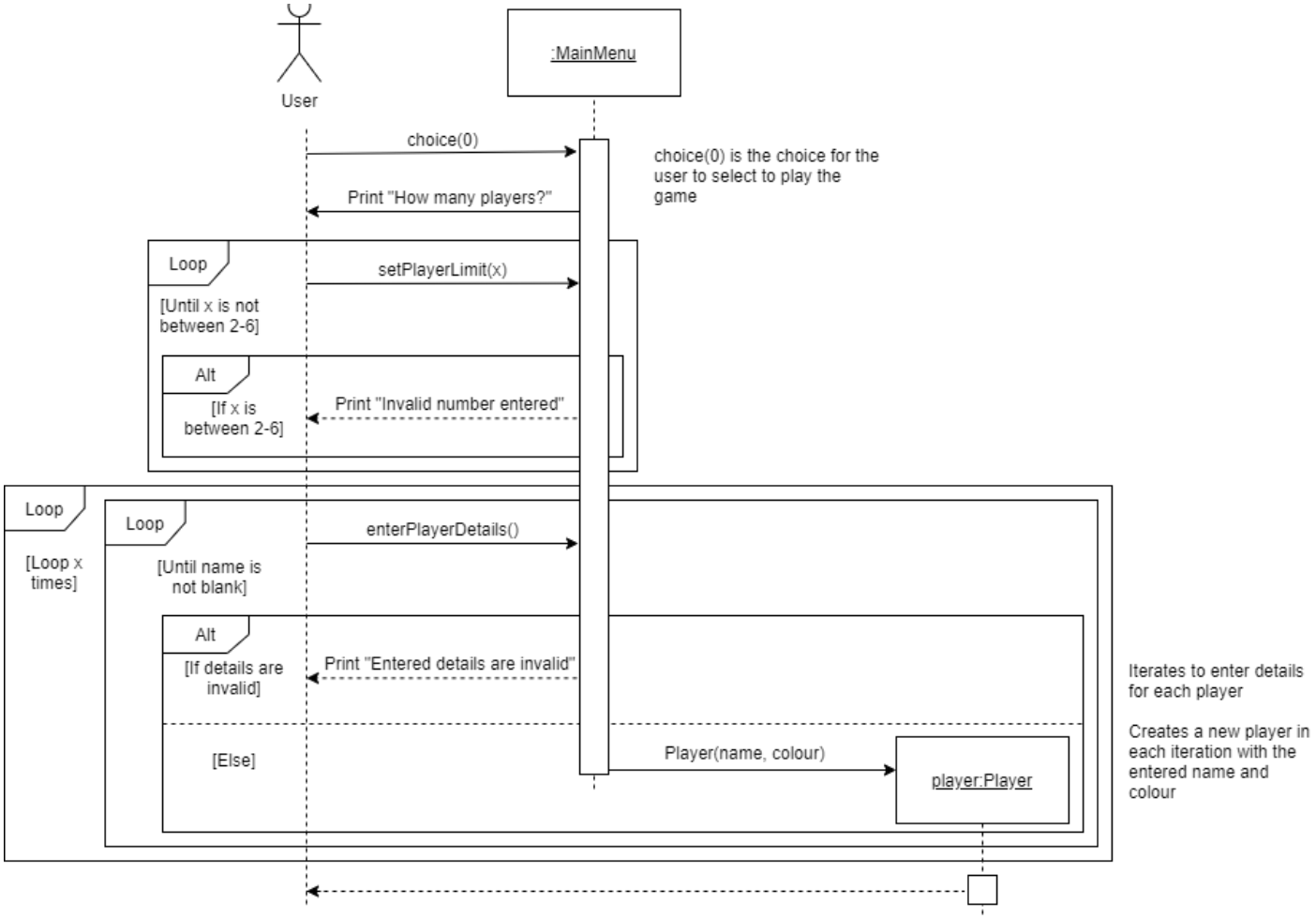
System Analysis

Initial Class Diagram

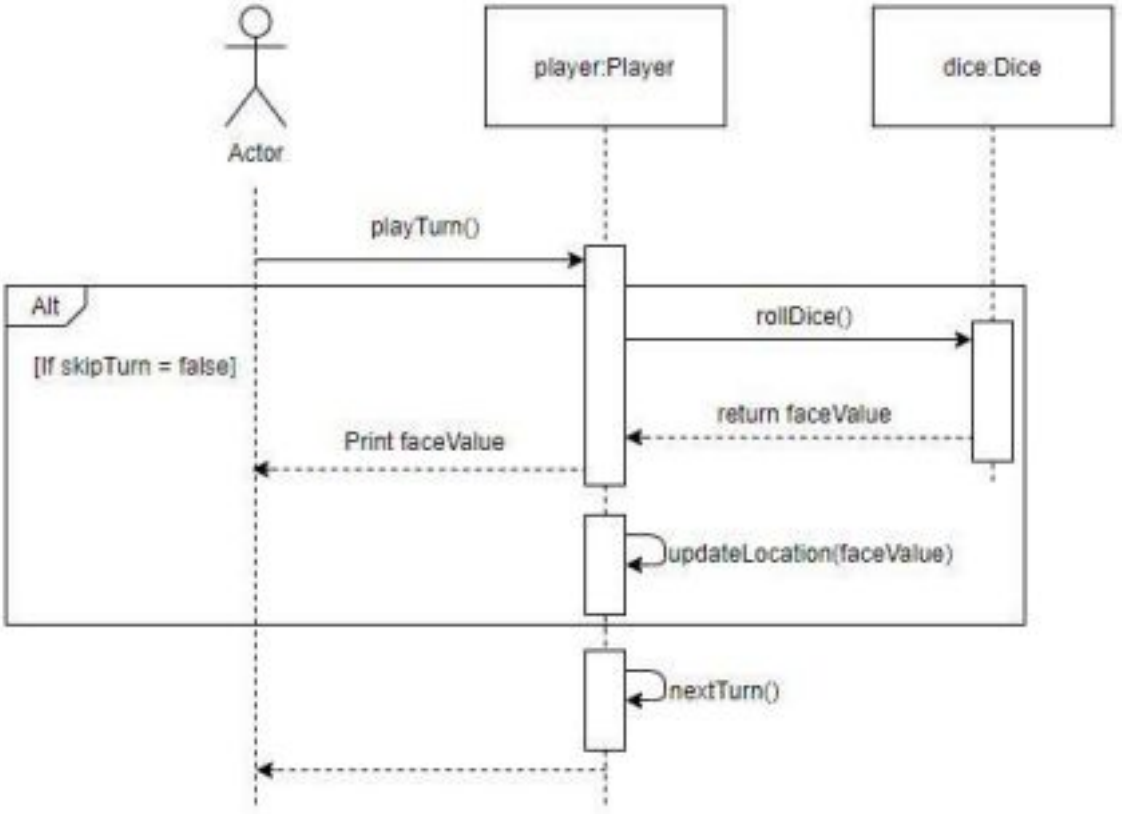


Use Case Realisations

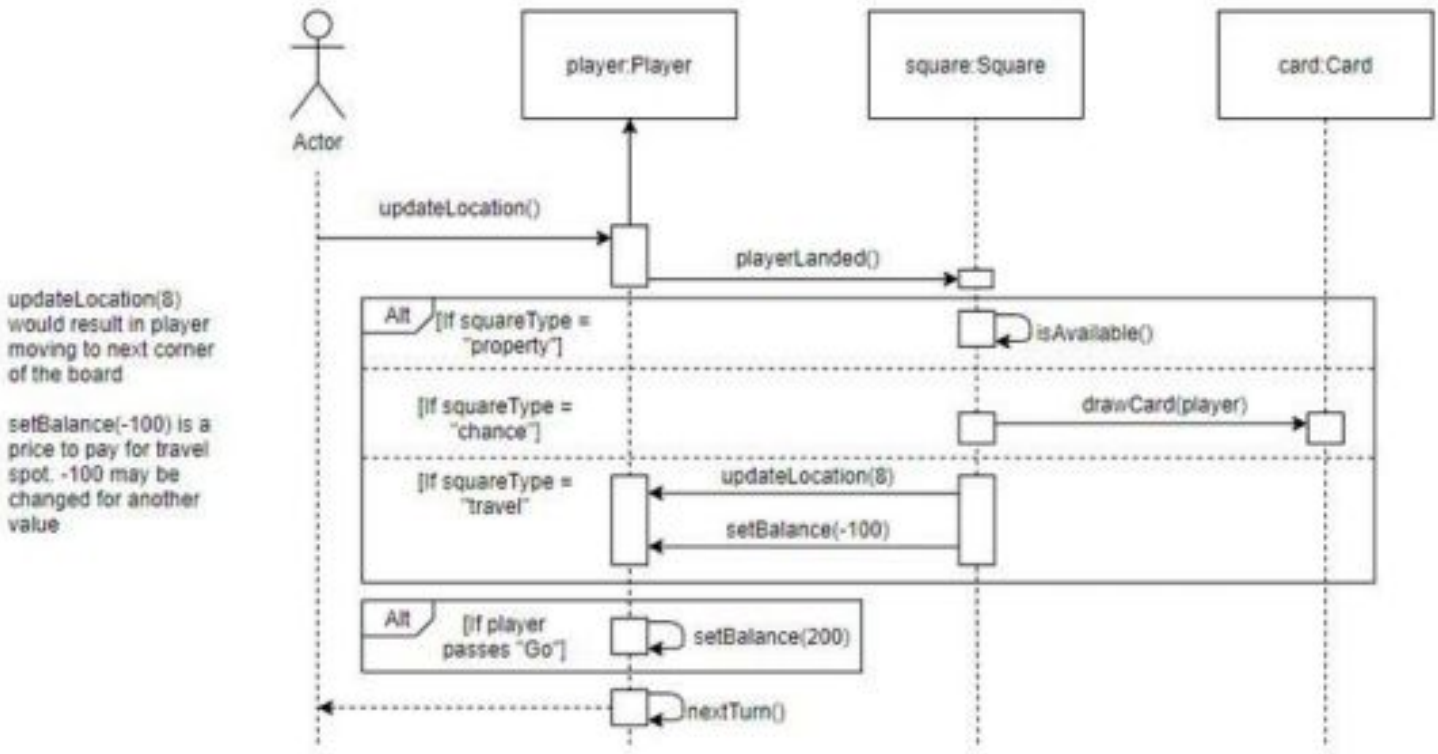
Enter Details



Roll Dice


player:Player
dice:Dice
Actor
playTurn()
Alt
[If skipTurn = false]
rollDice()
return faceValue
Print faceValue
updateLocation(faceValue)
nextTurn()

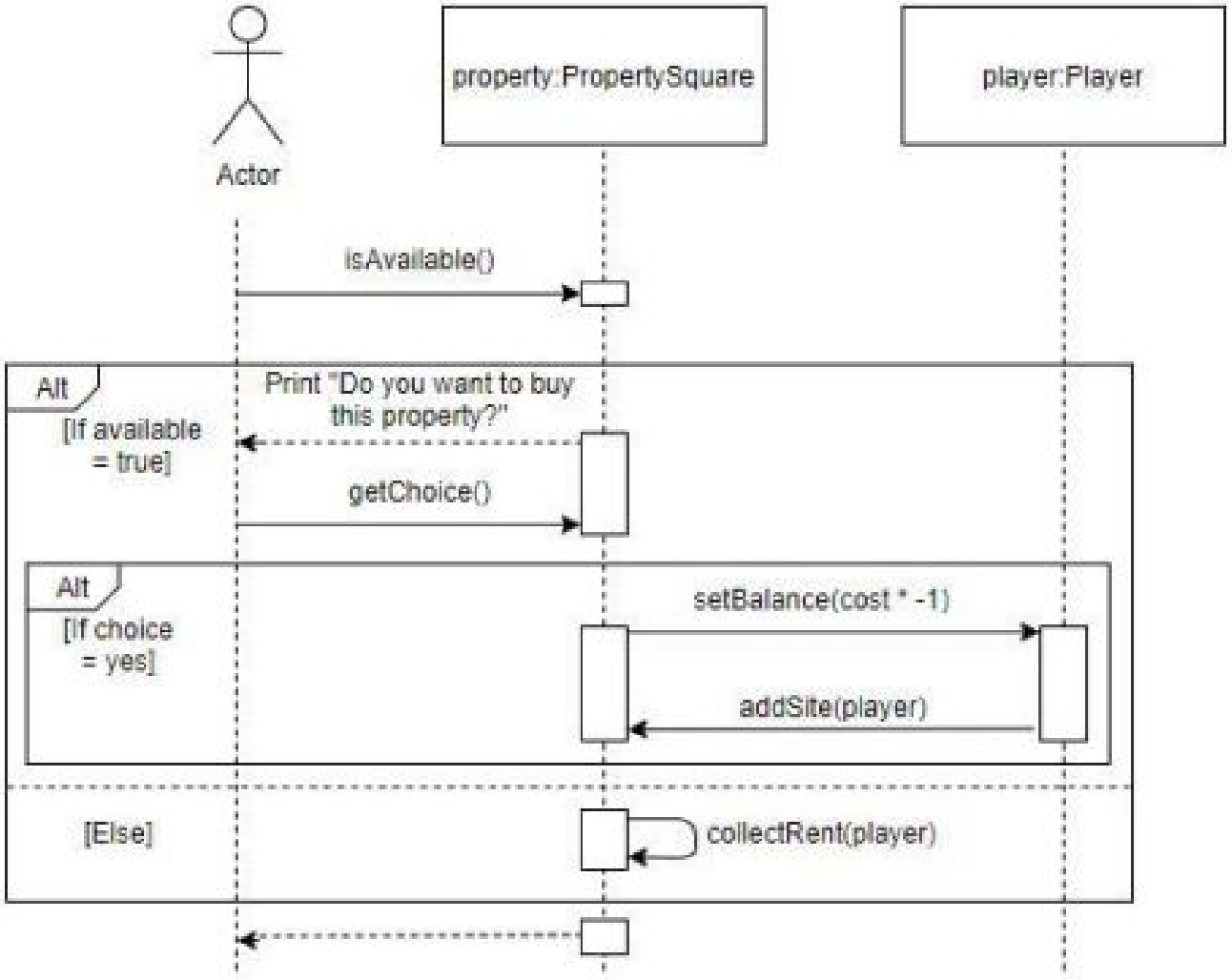
Move



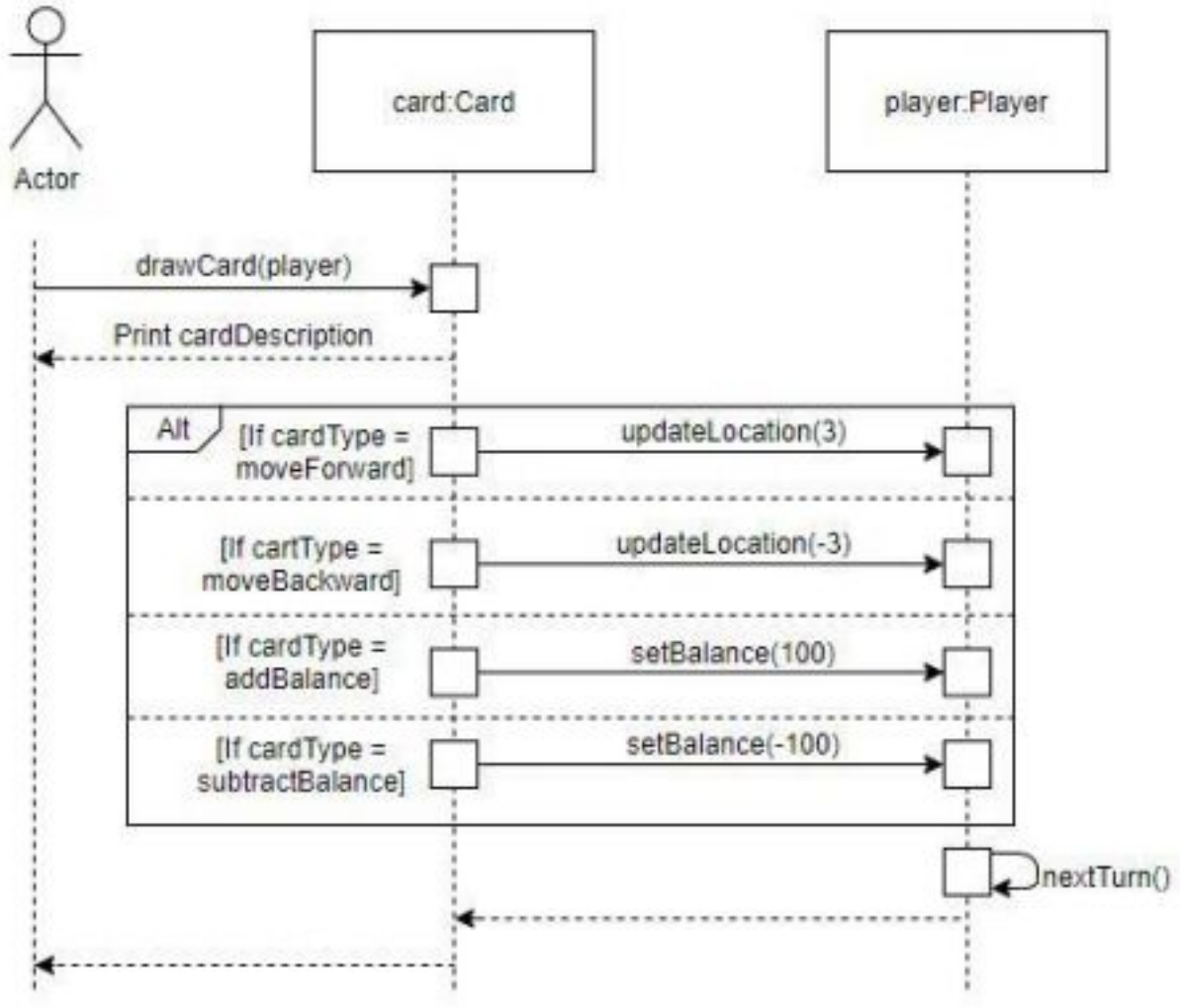
updateLocation(8) would result in player moving to next corner of the board

setBalance(-100) is a price to pay for travel spot. -100 may be changed for another value

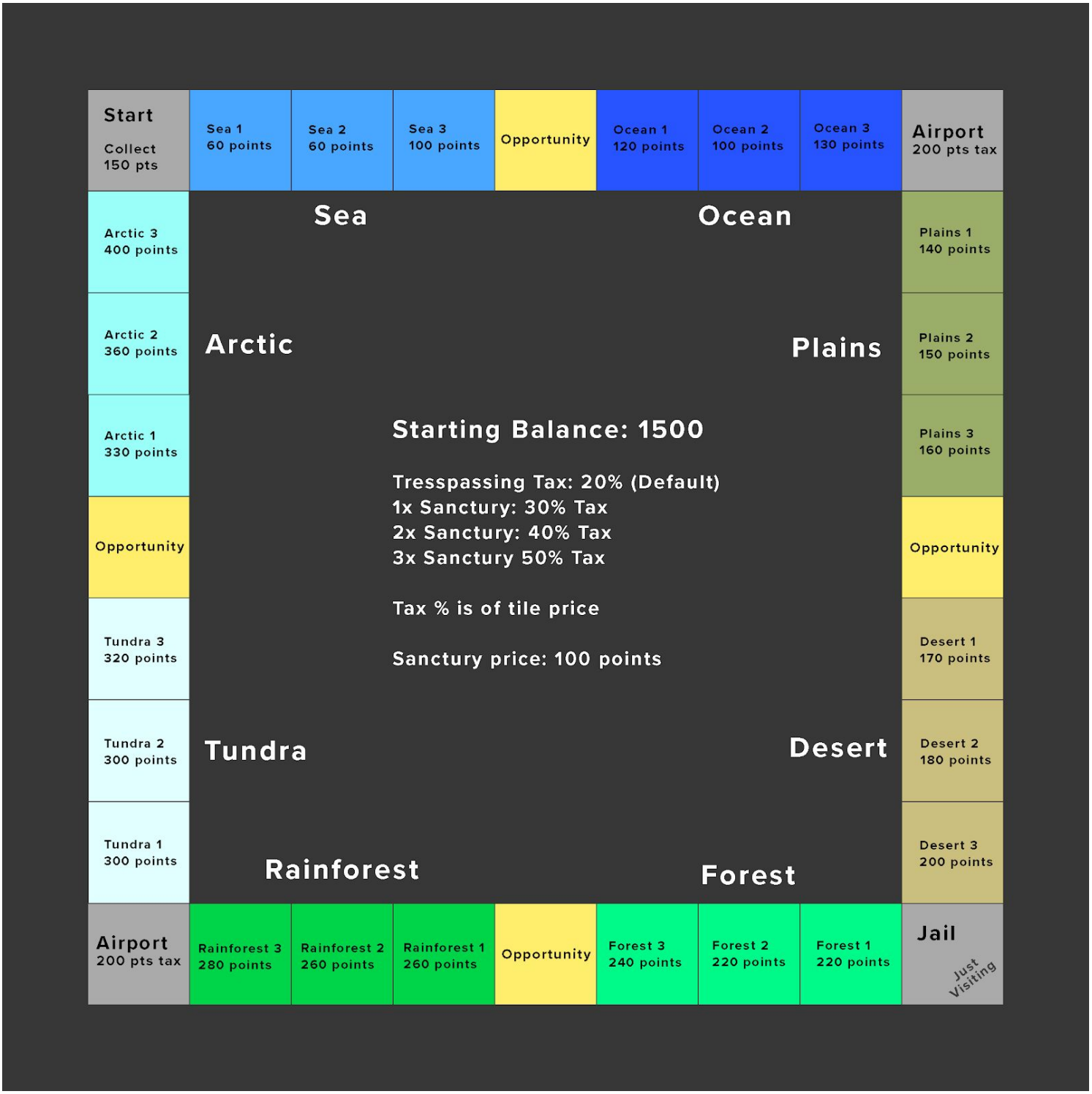
Property


Actor
property:PropertySquare
player:Player
isAvailable()
Alt
[If available = true]
Print "Do you want to buy this property?"
getChoice()
Alt
[If choice = yes]
setBalance(cost * -1)
addSite(player)
[Else]
collectRent(player)

Draw Card


Actor
card:Card
player:Player
drawCard(player)
Print cardDescription
Alt
[If cardType = moveForward]
updateLocation(3)
[If cartType = moveBackward]
updateLocation(-3)
[If cardType = addBalance]
setBalance(100)
[If cardType = subtractBalance]
setBalance(-100)
nextTurn()

Game Layout


Start
Collect 150 pts
Sea 1 60 points
Sea 2 60 points
Sea 3 100 points
Opportunity
Ocean 1 120 points
Ocean 2 100 points
Ocean 3 130 points
Airport 200 pts tax
Arctic 3 400 points
Arctic 2 360 points
Arctic 1 330 points
Opportunity
Tundra 3 320 points
Tundra 2 300 points
Tundra 1 300 points
Airport 200 pts tax
Rainforest 3 280 points
Rainforest 2 260 points
Rainforest 1 260 points
Opportunity
Forest 3 240 points
Forest 2 220 points
Forest 1 220 points
Jail
Just Visiting
Plains 1 140 points
Plains 2 150 points
Plains 3 160 points
Opportunity
Desert 1 170 points
Desert 2 180 points
Desert 3 200 points
Sea
Ocean
Arctic
Plains
Tundra
Desert
Rainforest
Forest
Starting Balance: 1500
Tresspassing Tax: 20% (Default)
1x Sanctury: 30% Tax
2x Sanctury: 40% Tax
3x Sanctury 50% Tax
Tax % is of tile price
Sanctury price: 100 points

Appendix (Not in page count)

Minutes for CSC2058 Project 41 Week commencing 05/10/20 Date of this minute 09/10/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

Name (2): Matthew Creighton

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

Name (3): James Cassidy

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

Name (4): Darryl Donnely

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

Name (5): Jack Cosby

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

Name (6): Joel Donaldson

- First week as a group, all of us met on Teams as a group for the first time and introduced ourselves.
- Had a brief discussion about the direction we want to take the project.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Name (2): Matthew Creighton
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Name (3): James Cassidy
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Name (4): Darryl Donnely
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Name (5): Jack Cosby
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Name (6): Joel Donaldson
- Idea gathering
- E.g. develop ideas, themes, details we want our game to include.

Minutes for CSC2058 Project 41 Week commencing 12/10/20 Date of this minute 16/10/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Each came up with different ideas and themes for the game to be discussed.

Name (2): Matthew Creighton
- Each came up with different ideas and themes for the game to be discussed.

Name (3): James Cassidy
- Each came up with different ideas and themes for the game to be discussed.

Name (4): Darryl Donnely
- Each came up with different ideas and themes for the game to be discussed.

Name (5): Jack Cosby
- Each came up with different ideas and themes for the game to be discussed.

Name (6): Joel Donaldson
- Each came up with different ideas and themes for the game to be discussed.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Begin planning the content of the Gantt Chart.
- Continue to think through ideas for the game to discuss at the next meeting.

Name (2): Matthew Creighton
- Begin planning the content of the Gantt Chart.
- Continue to think through ideas for the game to discuss at the next meeting.

Name (3): James Cassidy
- Begin planning Use Case Diagrams and Descriptions.
- Continue to think through ideas for the game to discuss at the next meeting.

Name (4): Darryl Donnely
- Begin planning Use Case Diagrams and Descriptions.
- Continue to think through ideas for the game to discuss at the next meeting.

Name (5): Jack Cosby
- Begin planning Use Case Diagrams and Descriptions.
- Continue to think through ideas for the game to discuss at the next meeting.

Name (6): Joel Donaldson
- Further idea gathering and exploring potential Value-Added Features.
- Continue to think through ideas for the game to discuss at the next meeting.

Minutes for CSC2058 Project 41 Week commencing 19/10/20 Date of this minute 23/10/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Brought more ideas and potential avenues we could go down to be discussed as a group.
- Planned the content of the Gantt Chart with Matthew – estimates of the time we will spend carrying out the various different tasks across the two semesters to create our planned game.

Name (2): Matthew Creighton
- Brought more ideas and potential avenues we could go down to be discussed as a group.
- Planned the content of the Gantt Chart with Ryan – estimates of the time we will spend carrying out the various different tasks across the two semesters to create our planned game.

Name (3): James Cassidy
- Brought more ideas and potential avenues we could go down to be discussed as a group.
- Began the planning and construction of the use-case diagrams/descriptions.

Name (4): Darryl Donnely
- Brought more ideas and potential avenues we could go down to be discussed as a group.
- Began the planning and construction of the use-case diagrams/descriptions.

Name (5): Jack Cosby
- Brought more ideas and potential avenues we could go down to be discussed as a group.
- Began the planning and construction of the use-case diagrams/descriptions.

Name (6): Joel Donaldson
- Brought more ideas and potential avenues we could go down to be discussed as a group.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Begin converting the different tasks and corresponding dates into a Gantt Chart format.

Name (2): Matthew Creighton
- Begin working on the draft game layout – visualizing the board.

Name (3): James Cassidy
- Continue working on the Use Case Diagrams and Descriptions.

Name (4): Darryl Donnely
- Continue working on the Use Case Diagrams and Descriptions.

Name (5): Jack Cosby
- Begin planning and working on the Class Diagram.

Name (6): Joel Donaldson
- Help Matthew work on the draft game layout.

Minutes for CSC2058 Project 41 Week commencing 26/10/20 Date of this minute 30/10/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Created the first draft of the Gantt Chart.

Name (2): Matthew Creighton
- First draft of the draft game layout produced.

Name (3): James Cassidy
- Continued developing and adding to Use-Case Diagrams and Descriptions.

Name (4): Darryl Donnely
- First draft of the draft game layout produced.

Name (5): Jack Cosby
- Began creating the Class Diagram for the game.

Name (6): Joel Donaldson
- First draft of the game layout produced.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Further develop the Gantt chart to make it look professional.
- Review the dates set for each task.

Name (2): Matthew Creighton
- Continue developing the draft game layout – further add detail to the board.

Name (3): James Cassidy
- Continue working on the Use Case Diagrams and Descriptions.
- Begin Creating the classes and some basic data types in Eclipse for the game.

Name (4): Darryl Donnely
- Begin working on Use Case Realisations.

Name (5): Jack Cosby
- Further develop the Class Diagram.

Name (6): Joel Donaldson
- Further develop draft game layout.

Minutes for CSC2058 Project 41 Week commencing 02/11/20 Date of this minute 06/11/20

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Completed the Gantt Chart – showed to the group.

Name (2): Matthew Creighton
- Completed draft game layout – showed to the group.

Name (3): James Cassidy
- Created some classes, data types, getter/setters in Eclipse for the code.

Name (4): Darryl Donnely
- Continued working on Use Case Realisations.

Name (5): Jack Cosby
- Class Diagram progression.

Name (6): Joel Donaldson
- Presented draft game layout – showed the group.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Begin compiling previous weekly minutes into one document.

Name (2): Matthew Creighton
- Add any changes we come up with as a group to the draft game layout.

Name (3): James Cassidy
- Continue to work on the wireframe.

Name (4): Darryl Donnely
- Continue working on Use Case Realisations.

Name (5): Jack Cosby
- Continue to develop the Class Diagram.

Name (6): Joel Donaldson
- Helped work on the wireframe with James.

Minutes for CSC2058 Project 41 Week commencing 09/11/20 Date of this minute 13/11/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Compiled weekly minutes document together.

Name (2): Matthew Creighton
- Updated version of the draft game layout.

Name (3): James Cassidy
- Made progress on the wireframe of the project.

Name (4): Darryl Donnely
- Use case realisation progression.

Name (5): Jack Cosby
- Class Diagram progression.

Name (6): Joel Donaldson
- Helped develop the wireframe and reviewed the Gantt Chart.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Spend time using Git, Git BASH and Git Gui.

Name (2): Matthew Creighton
- Spend time using Git, Git BASH and Git Gui.

Name (3): James Cassidy
- Spend time using Git, Git BASH and Git Gui.

Name (4): Darryl Donnely
- Spend time using Git, Git BASH and Git Gui.

Name (5): Jack Cosby
- Spend time using Git, Git BASH and Git Gui.

Name (6): Joel Donaldson
- Spend time using Git, Git BASH and Git Gui.

Minutes for CSC2058 Project 41 Week commencing 17/11/20 Date of this minute 18/11/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

Name (2): Matthew Creighton
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

Name (3): James Cassidy
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

Name (4): Darryl Donnely
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

Name (5): Jack Cosby
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

Name (6): Joel Donaldson
- Followed the Getting started with Git and GitLab Enterprise Edition and pushed some test README files to our group.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Continue working on the appendices – review team minutes and review Gantt Chart.

Name (2): Matthew Creighton
- Review the Class diagram.

Name (3): James Cassidy
- Start compiling all of the deliverables into one PDF document.

Name (4): Darryl Donnely
- Work on developing a main menu system for the game demo.

Name (5): Jack Cosby
- Review the Use Case Diagrams and Use Case Descriptions.

Name (6): Joel Donaldson
- Review the Use Case Diagrams and Use Case Descriptions.

Minutes for CSC2058 Project 41 Week commencing 24/11/20 Date of this minute 25/11/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Developed Gantt Chart and compiled team minutes for all meetings.

Name (2): Matthew Creighton
- Reviewed the Class Diagram and made any changes.

Name (3): James Cassidy
- Created a PDF with all our material thus far in preparation for submission.

Name (4): Darryl Donnely
- Created the first draft of the main menu system for the game demo.

Name (5): Jack Cosby
- Review the Use Case Diagrams and Use Case Descriptions, making any changes.

Name (6): Joel Donaldson
- Review the Use Case Diagrams and Use Case Descriptions, making any changes.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Name (2): Matthew Creighton
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Name (3): James Cassidy
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Name (4): Darryl Donnely
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Name (5): Jack Cosby
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Name (6): Joel Donaldson
- Started working on the Peer Assessment Form – thinking about how to score.
- As a group start compiling the final PDF and ensuring format is correct/consistent.

Minutes for CSC2058 Project 41 Week commencing 30/11/20 Date of this minute 01/12/20

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

Name (2): Matthew Creighton
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

Name (3): James Cassidy
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

Name (4): Darryl Donnely
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

Name (5): Jack Cosby
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

Name (6): Joel Donaldson
- Filled in peer assessment form.
- Finishing touches to the final PDF form.

***Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.**

Actions Planned

Name (1): Ryan Craig
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Name (2): Matthew Creighton
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Name (3): James Cassidy
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Name (4): Darryl Donnely
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Name (5): Jack Cosby
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Name (6): Joel Donaldson
- Complete the PDF for semester 1 deliverables.
- Record the demo.

Minutes for CSC2058 Project 41 Week commencing 30/11/20 Date of this minute 03/12/20

The following team members were present on Teams when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Ryan Craig	**RC**
Matthew Creighton	**MC**
James Cassidy	**JC**
Darryl Donnely	**DD**
Jack Cosby	**JC**
Joel Donaldson	**JD**

Task Reporting

Name (1): Ryan Craig
- Completed the Semester 1 PDF.

Name (2): Matthew Creighton
- Completed the Semester 1 PDF.

Name (3): James Cassidy
- Completed the Semester 1 PDF.

Name (4): Darryl Donnely
- Completed the Semester 1 PDF.

Name (5): Jack Cosby
- Completed the Semester 1 PDF.
- Further developed the game demo.

Name (6): Joel Donaldson
- Completed the Semester 1 PDF.

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned

Name (1): Ryan Craig
- Record individual sections of the demo.

Name (2): Matthew Creighton
- Record individual sections of the demo.

Name (3): James Cassidy
- Record individual sections of the demo.

Name (4): Darryl Donnely
- Record individual sections of the demo.

Name (5): Jack Cosby
- Record individual sections of the demo.

Name (6): Joel Donaldson
- Record individual sections of the demo.
- Edited the individual videos into one group video.