Final Report

Game Development Project

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Level 6

Contents

[What went right and what went wrong? 2](#_Toc4600526)

[Right 2](#_Toc4600527)

[Wrong 2](#_Toc4600528)

[Improvements 2](#_Toc4600529)

[References 3](#_Toc4600530)

[Appendix 4](#_Toc4600531)

[Appendix A – HacknPlan 4](#_Toc4600532)

[Appendix A.1 – HacknPlan Backlog 4](#_Toc4600533)

[Appendix B – GitHub 5](#_Toc4600534)

[Appendix C – Black Box Testing 5](#_Toc4600535)

[Appendix D – White Box Testing 5](#_Toc4600536)

* Somewhere talk about why this would be good for kids with disabilities etc

# Does the product meet the set goals and objectives?

## Process used to verify goal completion

## Why some goals might not have been met?

### What I could do next time to complete those goals

### If I was to do it again what changes to my schedule would I make

# What went right and what went wrong?

## Right

## Wrong

## Improvements

# Improvements made by request (with proof)

# What I am going to do with the project in the future

* Areas of improvement

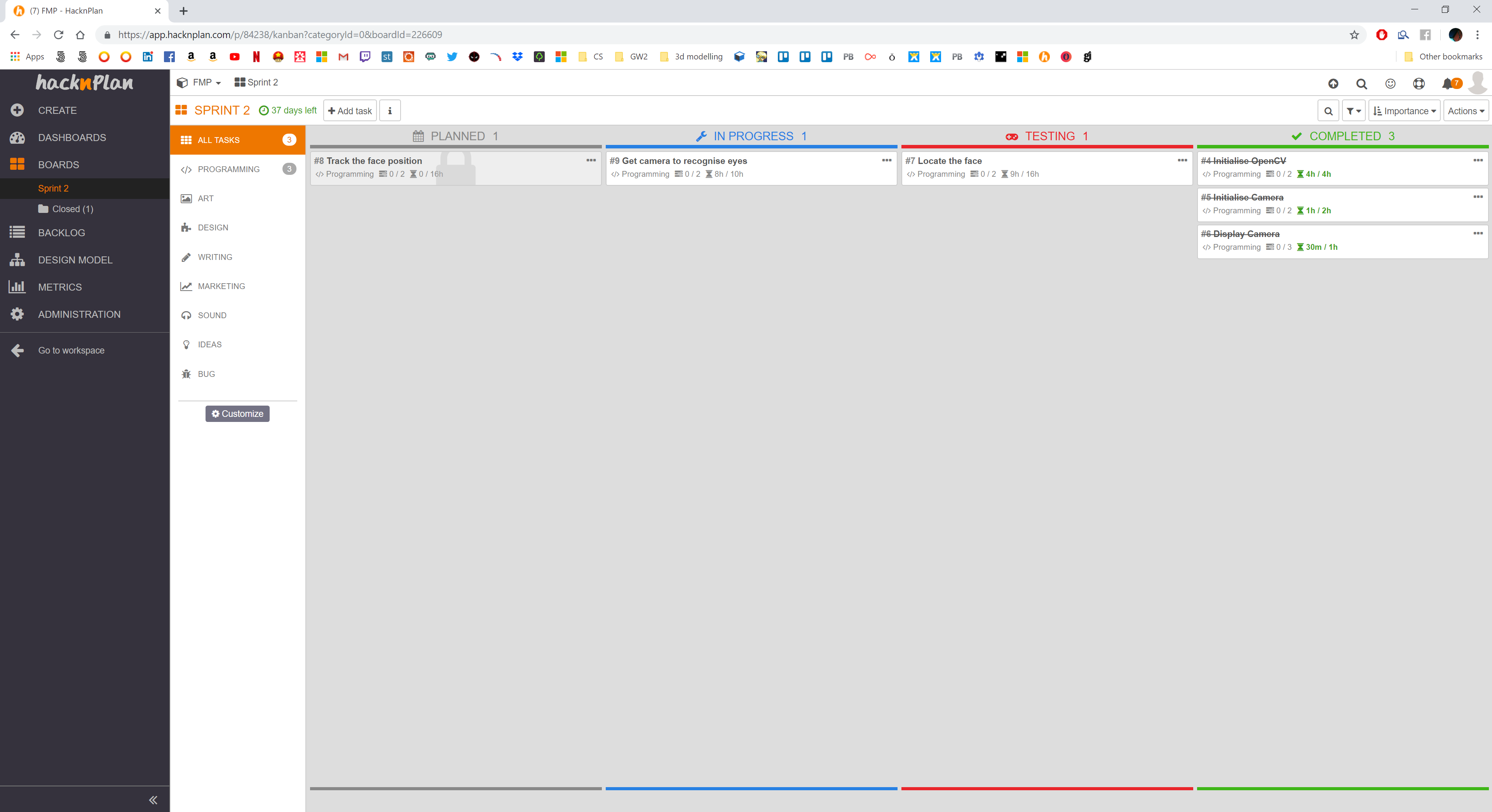
# What did I learn

# What could I have done differently during development

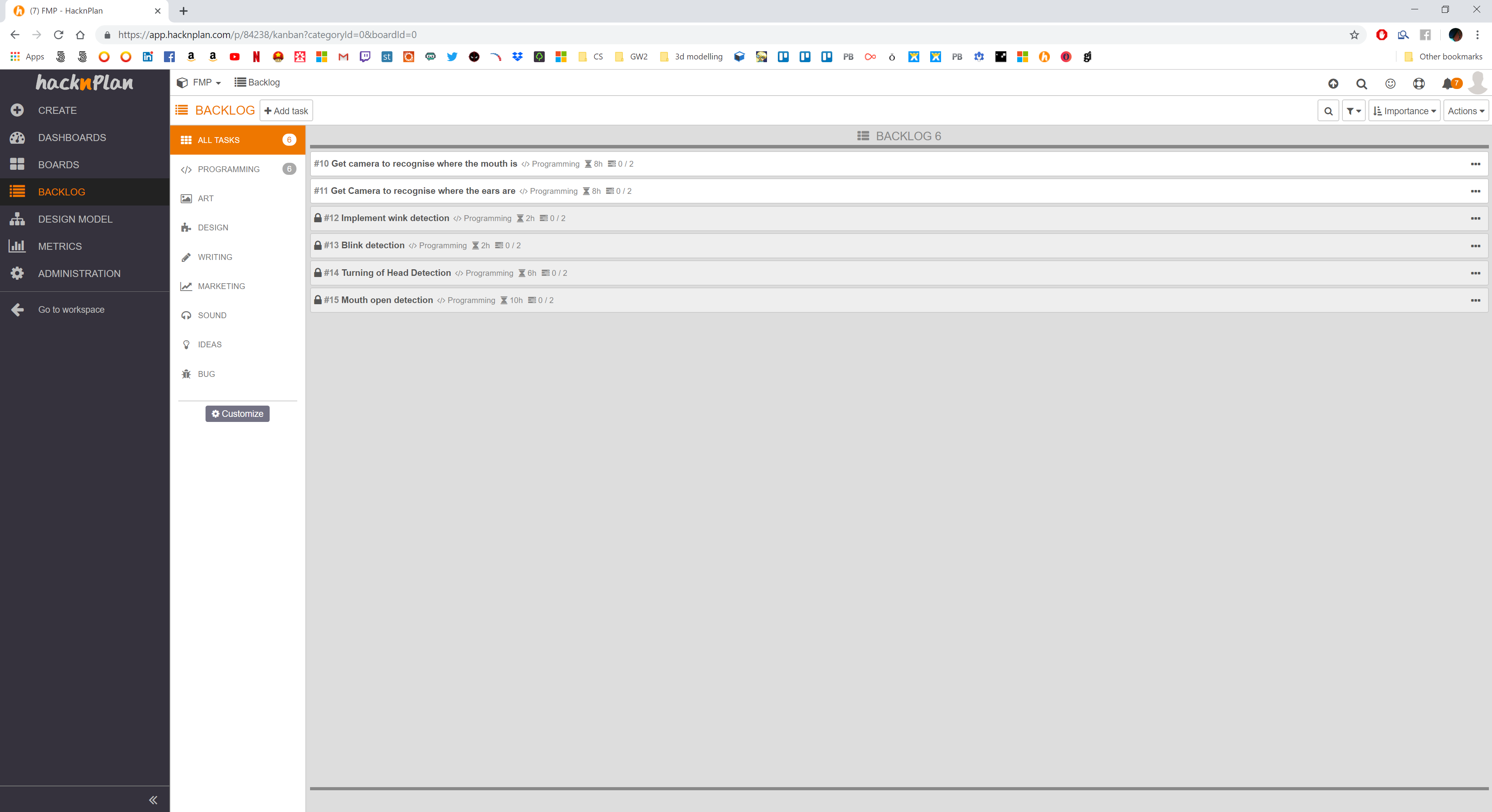
# References

# Appendix

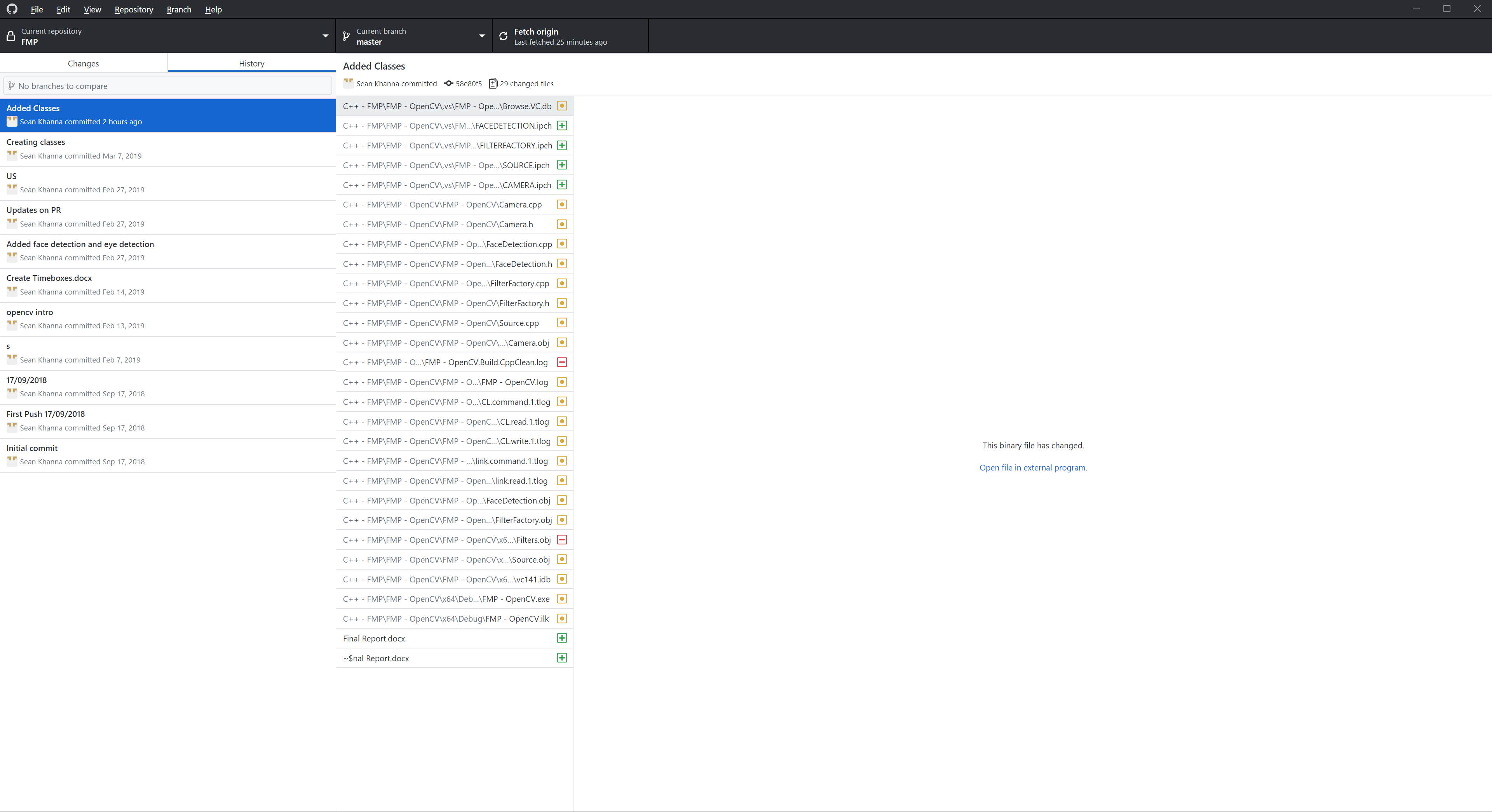
## Appendix A – HacknPlan



### Appendix A.1 – HacknPlan Backlog



## Appendix B – GitHub



## Appendix C – Black Box Testing

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| --- | --- | --- | --- | --- | --- |
| Test ID | Feature | Test | Expected | Actual | Solution |
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## Appendix D – White Box Testing

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