UNIVERSITY OF YORK

DEPARTMENT OF COMPUTER SCIENCE

ENG1
Group 9 - Kitchen Tossups

Report -
Method Selection and Planning

Group Members:
Liam Burnand
Jack Cameron
Cameron Fox
Adam Penny
Eoin O'Connor
Ben Brown

Updated Plan

- Need to first reformat their plan into how I want it.
- Then I need to breakdown and explain their plan, commending it where it is good and condemning it where it is bad.
- Keep some aspects of their planning and method selection but update the nitty gritty stuff.

Team 8 appears to have split their plan into 6 different segments. The naming conventions are confusing as each segment appears to have been named different to its actual start date. This will be changed to make it easier to understand. I kept their priority ratings but have changed the colour coding to a red, amber, and green system. We will be keeping the priority rating going forward. The date they have listed for each task makes it unclear whether this is the start or end date. We will be including both in our plan to lessen the ambiguity. The file column of their table has also been removed. Most rows don't have a space in this column and all the files are on the website anyway. It therefore feels redundant including it.

We are assuming that this plan was not fully updated before being submitted. For example, 'Find the team logo' has a 'Status' column which says 'Stuck'. They have used a team logo elsewhere so presumably the status column was not updated before they submitted assessment 1. We have included this column on their updated plan but are assuming some of their status updates are incorrect. We will ensure that the status column is updated before finishing assessment 2.

We also swapped their second and third segment around, so the plan was in chronological order. Also fixed some grammar/spelling errors (segment 2 task 3 eg) . Talk about how we didn't alter their plan to make fixes because without their consultation we may be misinterpreting something.

Segment 1 (Nov 9 – Dec 9)

Task	Person	Status	Date	Priority
Github	All	Done	9/11/22	Medium
Prepare questions for customer meeting	All	Done	16/11/22	High
Demo of the game for customer meeting	Jack	Working on it	16/11/22	Low
Find the team logo	Sarah	Stuck	9/12/22	Low

Segment 2 (Nov 30 – Dec 10)

Task	Person	Status	Date	Priority
Decide which platform to use for UML	All	Done	30/11/22	High
Create class diagrams	Jack, Asude, Will	Done	30/11/22	High

Task	Person	Status	Date	Priority
Discussed (that) how much everyone should complete until the new year.	Jack	Done	10/12/22	High

Segment 3 (Dec 9 – Dec 23)

Task	Person	Status	Date	Priority
Finalis(Z)ed and assigned everyone's roles	All	Done	09/12/22	High
Decide on who is doing which part	Jack, Asude, Will	Done	23/12/22	High

Role	Person
Architecture	Asude and Kate
Method Selection and Planning	Asude and Will
Risk Management	Sarah and Kate
Requirements	Sarah and Matt
Implementation	Jack and Will

Segment 4 (Christmas Break) (Dec 15 – Jan 14)

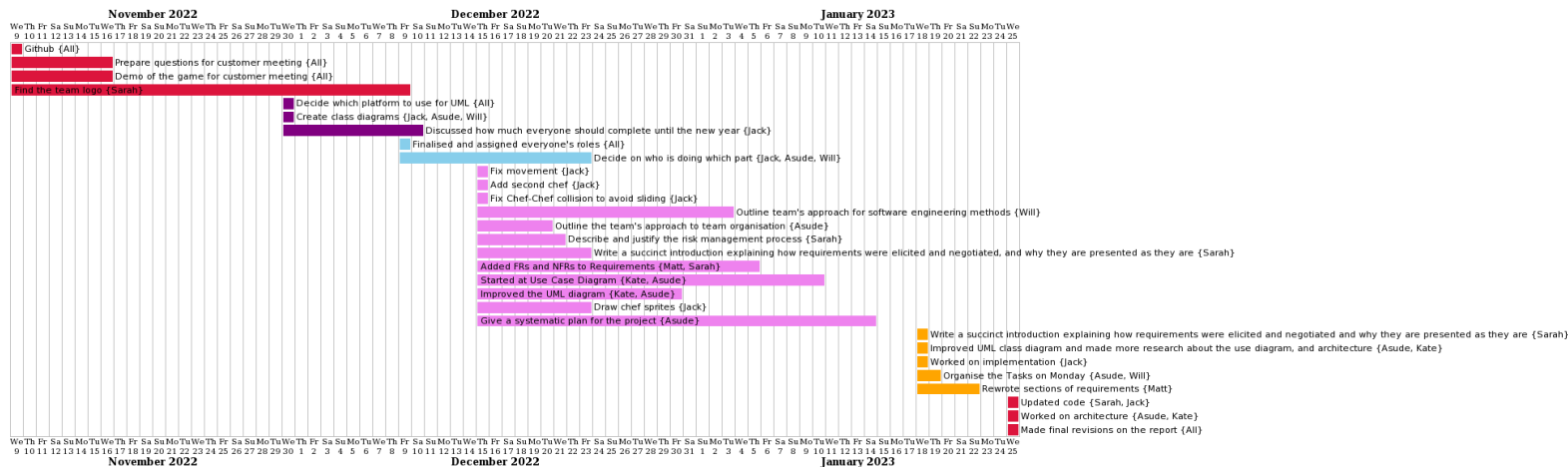| Task	Person	Status	Date	Priority
Fix movement	Jack	Done	15/12/22	High
Add second chef	Jack	Done	15/12/22	Low
Fix Chef-Chef collision to avoid sliding	Jack	Done	15/12/22	Medium
Outline team's approach for software engineering methods	Will	Working on it	03/01/23	Medium
Outline the team's approach to team organisation	Asude	Working on it	20/12/22	Medium
Describe and justify the risk management process	Sarah	Working on it	21/12/22	Medium
Write a succinct introduction explaining how requirements were elicited and negotiated, and	Sarah	Working on it	23/12/22	High

Task	Person	Status	Date	Priority
why they are presented as they are		Working on it		High
Added FRs and NFRs to Requirements	Matt and Sarah	Working on it	05/01/23	High
Started at Use Case Diagram	Kate and Asude	Working on it	10/01/23	High
Improved the UML diagram	Asude and Kate	Done	30/12/22	High
Draw chef sprites	Jack	Done	23/12/22	High
Give a systematic plan for the project	Asude	Working on it	14/01/23	Medium

Segment 4 (Jan 18 – Jan 22)

Task	Person	Status	Date	Priority
Write a succinct introduction explaining how requirements were elicited and negotiated, and why they are presented as they are.	Sarah	Done	18/01/23	High
Improved UML class diagram and made more research about the use diagram, and architecture	Asude and Kate	Done	18/01/23	High
Worked on implementation	Jack	Working on it	18/01/23	High
Organise the Tasks on Monday (T COULD BE CAPITALISED FOR SOME UNKNOWN TASK DOCUMENT WE AREN'T AWARE OF. NOT CHANGING IT)	Asude and Will	Working on it	19/01/23	Medium
Rewrote sections of requirements	Matt	Done	22/01/23	High

Segment 5 (Jan 25)

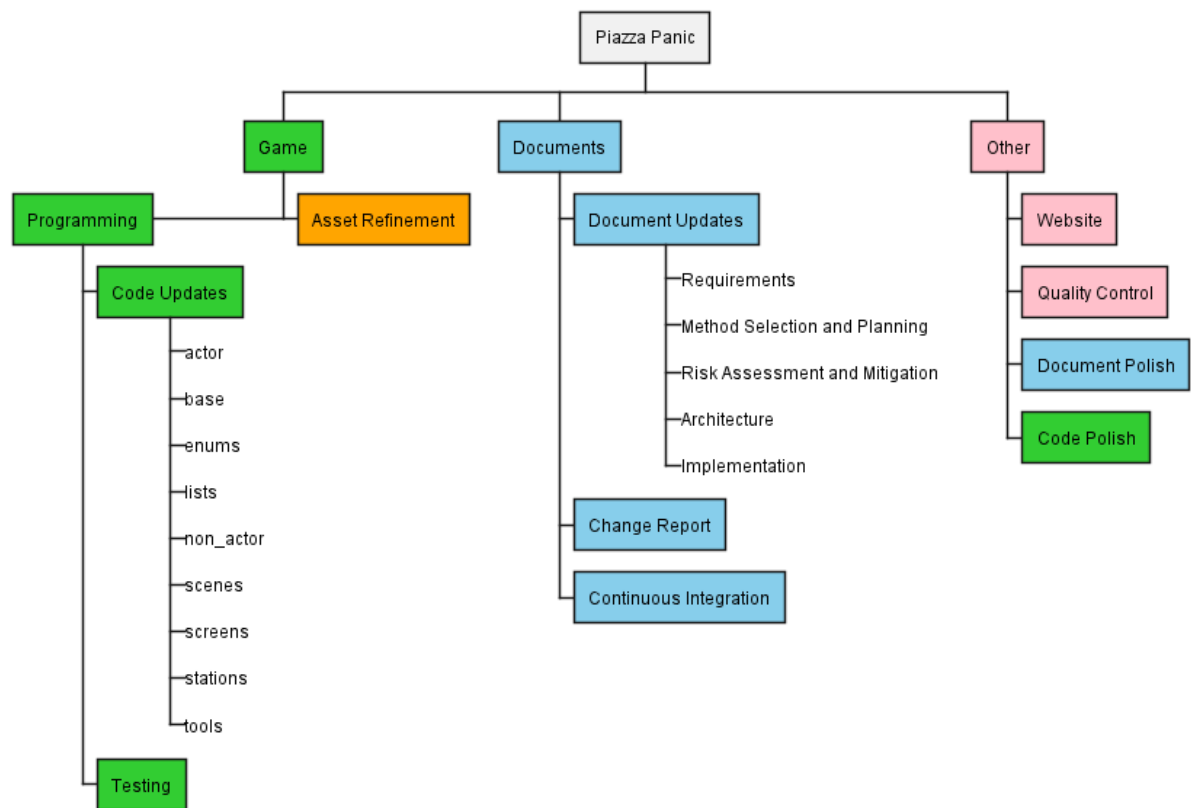| Task	Person	Status	Date	Priority
Updated code	Sarah and Jack	Done	25/01/23	High
Worked on arhitecture (spelt as is)	Asude and Kate	Done	25/01/23	High
Made final revisions on the report	All	Done	25/01/23	High

Tomorrow's tasks

- Finish plan
  - Base new plan as a mixture of our old one and this new one.
  - Split tasks into documents and code again
  - Assign people roles as last time (disregard team 8 roles)
  - Create week on week gradual gantt chart updates
- Finish architecture
  - Add relationships to old class diagrams
  - Update old class diagrams to new code
- Check over feedback from last time from both teams. Are we repeating same mistakes anywhere?
- Grammar check

Team 8's original plan had no definitive structure to it. The tasks aren't laid out clearly, the plan didn't evolve overtime and there are a few errors in it. We have therefore decided to take a different approach to our plan. Copying exactly what they did would be insufficient for the quality we want to put into planning. We value the planning process because it offers a well-defined path to our goal. We will therefore be splitting the tasks up into 3 clear segments: Document, Game and Other. This is opposed to their seemingly random chronologically ordered 6 segments that contain a wide variety of tasks. We will however be tabulating our tasks to track which have been done, who is meant to be doing it and what the priority of the task is. We didn't do this in assessment 1 and think it can be valuable information to keep track of.

The tasks are laid out below.

Game Tasks

Task		Person	Status	Date	Priority
Code Updates	actor	Liam, Jack			High
	base	Liam, Jack			Medium
	enums	Jack			Medium
	lists	Liam			Medium
	non_actor	Liam, Jack			High
	scenes	Liam, Jack			Medium
	screens	Liam, Jack			Medium
	stations	Jack			High
	tools	Liam			High
Testing		Adam, Cameron			High
Asset Refinement		Cameron			Medium

Document Tasks

Task		Person	Status	Date	Priority
Document Updates	Requirements	Ben			Medium
	Method Selection and Planning	Eoin			Medium
	Risk Assessment and Mitigation	Ben			Medium
	Architecture	Eoin			Medium
Change Report		Ben, Eoin			High
Continuous Integration		Ben			Low

Other Tasks

Task	Person	Status	Date	Priority
Website	All			Low
Quality Control	Adam			Medium
Document Polish	All			Low
Code Polish	All			Low

March 2023 — April 2023 — May

Requirements {Ben}
Planning {Eoin}
Risk Assessment {Ben}
Architecture {Eoin}
Change Report {Ben, Eoin}
Continuous Integration {Ben}
actor {Liam, Jack}
base {Liam, Jack}
enums {Jack}
lists {Liam}
non_actor {Liam, Jack}
scenes {Liam, Jack}
screens {Liam, Jack}
stations {Jack}
tools {Liam}
Testing {Adam, Cameron}
Asset Refinement {Cameron}
Website {All}
Quality Control {Adam}
Doc Polish {All}
Code Polish {All}