Method selection and planning:

Team 23

Kyle Mace (kjm560)

Josh Quinn (jtq501)

Louis Hatton (lwh506)

Faris Alblooki (fma527)

Lewis Power (lp1263)

Outline of software engineering methods

*Outline of software engineering methods*

* *Not too sure how to answer this yet*

*Identification of collaboration tools:*

Our team is using three main collaborative tools: GitHub, Google Drive and Discord.

As this is a collaborative programming project, it makes sense to use GitHub, as everyone is already familiar with it, and it is used by many software development companies, further attesting to its validity.

Google Drive is ideal for sharing files with one another because not only is it easy to use, but everyone already has a google account associated with their university email, so it requires negligible time to set up.

The purpose of discord within our group is to communicate messages to one another. *Talk about how we considered this in contrast to email, but ultimately decided discord would be more appropriate*.

Approach to team organisation

*Internal organisation:*

We believe there are three relevant things that an individual brings to the group: their predilections, their experience and their personality. Although it would be nice, it would be inimical to the project to pretend that the first and last attributes are going to change: someone who has always hated writing, for example, is not going to spontaneously enjoy it as a consequence of being assigned that exact thing. We felt it was important, therefore, to establish not necessarily who *loved* doing what, but who hateddoing what, because in doing so, we would derive a more accurate idea of who will be more reliably suited for certain tasks.

Provisionally, with individual predilections, experience and personalities in mind, we have assigned Josh Quinn and Faris Alblooki towards researching the best method for implementation of the back end of the game; Louis Hatton and Lewis Power towards the implementation of the website; and Kyle Mace towards writing the documentation required for the deliverables. As Josh and Faris obtain a greater understanding of the best method for implementation of the back end (and we obtain more clarity through requirements elicitation), other members can then begin to help Josh and Faris.

*External organisation:*

We thought it would be a good idea to have a weekly Discord meeting on Wednesday at 12PM. We believe meeting at this time, on this day, is appropriate in two respects: for the team and for the project. It is appropriate in the former sense, because everyone is free for at least an hour at 12PM on a Wednesday; and everyone already had discord at the time of first meeting. It is appropriate in the latter sense because it coincides quite nicely with our weekly practical. This takes place on a Friday morning, and so any issues identified with the tasks assigned to individuals on Wednesday, can be brought up on Friday, therefore hopefully ensuring that the weekend and the start of the following week can serve as enough time to accomplish what needs to be accomplished.

Systematic plan

(Rough plan, nothing formatted in accordance with the assessment brief yet)

Plan 24/11/2021 – 01/12/2021:

* **Josh Quinn & Faris Albooki** – Research what might constitute the best method for implementing the back end of the game. If immediately feasible, begin to implement this.
* **Louis Hatton** **&** **Lewis Power** – Start writing the HTML for the website deliverable.
* **Kyle Mace** – Start writing the documentation required for the deliverables.