

# Change Report

Team 16

CatepillaDevelopment

Yousif Al-Rufaye

Joe Fuller

William Gracie-Langrick

Jack Hardy

Bailey Uniacke

Ben Young

a)

Our regular scrum meetings were highly important in planning and tracking changes to the game and its documentation, giving us time to discuss progress. On top of this was continuous communication within our three teams of two.

Any time a change was made to documentation, it was logged in the reports below. Having our progress shown in writing for everyone to see helped maintain progress. Changes to development and test code were tracked by commits visible on GitHub.

b)

### Requirements Change Report

Change ID	Changes Made	Justification of changes made
RQ00	Added new user requirements	New requirements are given in assessment 2 (powerups, difficulty modes, save and load, multiple customers). These are now reflected in the doc
RQ01	Added new functional requirements	As above
RQ02	Add assessment 2 information to introduction of doc	Explain how new requirements were given by customer, and how these relate to new rows in the requirements tables
RQ03	Add non-functional requirements	Our requirements doc from assessment 1 includes some NFR's that are not included in the taken-over doc

**Original URL of Requirements:**

<https://lucky13dev.github.io/files/assessment/Requirements%20v2.pdf>

**Updated URL of Requirements:**

<https://lucky13dev.github.io/files/assessment2/Req2.pdf>

### Architecture Change Report

Change ID	Changes Made	Justification of changes made
A01	Ingredients Class diagram is updated to add all of the new ingredients.	To see where the new ingredients fit into the project.
A02	Recipe/Order Class is updated to meet the new requirements.	As A01.
A03	HUD Class is now called Game	This is so the code is easier to

	Class, and has been modified structurally.	understand.
A04	Sprite Class has been updated to meet the new requirements.	See A01.
A05	Created new class diagram	Introduction of new classes and restructuring of previous classes require diagrammatic representation
A06	Created new sequence diagram	Show relationship between previous entities and powerups/buying new cooking stations, and modify number of chefs from two to three
A07	Created new use case diagram	Show interactions with powerups, buying new equipment, and saving and loading game state

**Original URL of Architecture:**

<https://lucky13dev.github.io/files/assessment/Architecture%20V2.pdf>

**Updated URL of Architecture:**

<https://lucky13dev.github.io/files/assessment2/Arch2.pdf>

### Method Selection and Planning Change Report

Change ID	Changes Made	Justification of changes made
P00	Added initial plan as a Gantt chart	Includes new tasks relevant to assessment 2, such as testing, to cover over our timeframe
P01	Added details of our development tools	Some tools listed by the previous team, such as Trello, were not used by us
P02	Explain team structure and organisation	Explain our usage of scrum meeting, and describe how our team was split into three groups rather than two.
P03	Add final Gantt chart	Shows our development timeline and any changes to plans

**Original URL of Method Selection and Planning:**

<https://lucky13dev.github.io/files/assessment/Method%20Selection%20and%20Planning.pdf>

**Updated URL of Method Selection and Planning:**

<https://lucky13dev.github.io/files/assessment2/Plan2.pdf>

## Risk Assessment and Mitigation Change Report

Change ID	Changes Made	Justification of changes made
RM01	Each risk owner will change to the respective members of our team.	Due to us using their risk register as our own, the owners need updating to members of our team.
RM02	R6 - Likelihood changed to L and Severity changed to M	This is because we have tested our program so many times that there should be a low chance of the game not compiling, also, the severity has been reduced due to mitigation being fairly simple.
RM03	R11 - Likelihood changed to L	Most major risks have already been identified so unlikely to find any more major risks
RM04	R15 - Severity Changed to L	The project requirements have changed, but the impact on our team has been little.
RM05	R16 - Likelihood changed to L	Frequent contact with the client and very clear requirements imply that this risk is not likely to happen
RM06	R21 - Likelihood changed to H	A swift deadline and us prioritising some features more than others, there could be a very high chance of this occurring.

Only certain tweaks were needed with the risk assessment and mitigation because the team before us have covered all of the risks that we can think of, hence no more need to be added. We also decided that each risk was relevant to the project and had at least some possibility of happening, while also being realistic, hence, none of the risks needed to be removed. There have been minimal changes to the risk assessment and mitigation plan, the team that hypothesised these had the majority of these perfect and the changes that are in the table above are only small tweaks to the original document.

### **Original URL of Risk Assessment and Mitigation:**

<https://lucky13dev.github.io/files/assessment/Risk%20Assessment%20and%20Mitigation%20v2.pdf>

### **Updated URL of Risk Assessment and Mitigation:**

<https://lucky13dev.github.io/files/assessment2/Risk2.pdf>

