

Change Report

Team: No

Team Members:

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Change Report

Our approach was to utilise as much as possible, and only adding new content where absolutely necessary.

We utilised Google Docs/Drive for the documentation, which keeps track of all changes made, and by whom. This allows us to easily highlight which aspects have been altered.

Check - (other than simple extensions made to complete the product)

Requirements

Two new main user requirements have been added to the existing documentation, which are UR_POWERUPS and UR_SAVE. They have been added so the documentation reflects the additional requirements stated by the client and they didn't fit under existing user requirements due to their difference in functionality. The existing user requirement UR_GAME_MODES has been amended with FR_DIFFICULTY as this was also a new requirement stated by the client, however it is more appropriate put here than in its own new section because it concerns a mode of gameplay. All other existing requirements remain unchanged as they already accurately represent what is required of the project.

Link:

<https://no-team30.github.io/WebsiteContinued/static/deliverables/new/Requirements.pdf>

Architecture

The uml diagrams were updated to match the changes to the codebase.

A couple of new state diagrams were added for the new features that were required (Demo Mode and Abilities).

Link: <https://no-team30.github.io/WebsiteContinued/static/deliverables/new/Architecture.pdf>

Method Selection and Planning

Created a new plan for Assessment2. Meanwhile, created some Gantt charts based on this plan and work progress. In terms of increasing the entertainment of the game, we created abilities for both auber and infiltrators. We have also added demo mode and save mode in order to assist and help players to play.

Link:

<https://no-team30.github.io/WebsiteContinued/static/deliverables/new/MethodSelectionAndPlanning.pdf>

Risk Assessment

1. R8 "Change to user requirement" likelihood changed to low as requirements didn't change previously and will likely stay the same until project completion.
2. R1 "LibGDX slow on user hardware" likelihood changed to low as most the game is already complete and it doesn't run slow so it follows that the changes made at the end of this project are unlikely to drastically change performance of the product.
3. A new risk (R10 "Game not enjoyable enough for the user") has been added to the table. This is because the success of the project will be significantly affected by how enjoyable the client believes the game to be. Thus it is reasonable to track this risk in the table.

No change was necessary for the rest of the risk assessment document due to it covering the realistic risks to the project, so tracking more insignificant risks in the table may bloat it causing the team to focus less on the important risks.

Link:

<https://no-team30.github.io/WebsiteContinued/static/deliverables/new/RiskAssessment.pdf>

Link to all documentation: <https://no-team30.github.io/WebsiteContinued/documentation.html>