

Project rules

Face-to-face discussions will only be required for the first 3 releases of the project.

When?

Discussion of the project releases will take place on

- Nov 7 in ENG 321 from 15:00 to 17:00
- Nov 21 in ENG 321 from 15:00 to 17:00
- Dec 5th – time and location to be confirmed

What will you do?

For each release, you should describe the work done, what you have done in the previous releases (if any) and what you will do in the next releases.

To describe what you have done in the current release, please provide use case and sequence diagrams to describe, respectively, the system features and the behaviour of the system that you have implemented.

Provide class diagrams to describe the classes that you have implemented.

Then you should provide a demo showcasing the functionalities you have implemented, in other words, you have to run code showing what you have implemented.

Evaluation

- Each release is worth 10% of the total project mark
- The final project submission is worth 70% of the total project mark
- **Criteria**
 - Satisfactory amount of work conducted in a release and good organisation of the work for the next releases. (3/10)
 - Clean design of structure and system behaviour. (3/10)
 - Correct implementation of the described functionality. (4/10)

Suggestions on how to schedule your releases

Release 1: Coding of the the classes representing the data of the game: players, cards, pawns, notebook and slots.

Release 2: Coding of the game initialisation and the board

Release 3: Coding of the game turns and players movements. You can work on the formulation of hypotheses if you have time.

Final release: Full game plus test cases.