Change Management Log

ID	Owner	Document/Code Changed	Date	Description	Impact
1	Luke Richardson	Modified and added new requirements	9/04/19	Added 4 new requirements: map feature, engineer, whirlpool event and sea monster event	Gave development team a set of prioritised goals
2	Ed Gould	Engineer crew member added	10/04/19	Added an engineer crew member which allows the user to heal the ship in exchange for wood	Gives the user a way to prolong survival in fights
3	Evie Quan	Whirlpool added	12/04/19	Added a whirlpool event on the map which slows ship and decreases player health	Give user an object to avoid
4	Evie Quan	Implemented full screen map	12/04/19	Added a full screen map available to the user with the 'M' key	Allows the user to view the map
4	Ed Gould	Added basic sea monster	15/04/19	Added the barebones of a sea monster minigame	Gives user an objective to avoid
6	Evie Quan	Added graphical features and art work to map	15/04/19	Made the map more themed towards the game and added graphics for the sea monster, colleges, whirlpool and ship locations	Clearer and more aesthetically pleasing to the user while keeping with the theme
7	Evie Quan	Added graphical features to sea monster	17/04/19	Made the sea monster game more aesthetically pleasing so it fits with the pirate theme	
8	Ed Gould	Gave movement to monster in game map	18/04/19	Made the monster in the main map move around randomly making it more difficult to dodge	Makes it more difficult for users to avoid the monster minigame

9	Umar Farooqi	Published unit tests for the game	21/04/19	Published unit tests for the game	
10	Luke Richardson	Ran black box tests on the game	21/04/19	Ran black box tests on the game	
11	Umar Farooqi	Balanced game features	22/04/19	Changed some constants in the code to make the game more winnable whilst remaining challenging during playthrough	
12	Luke Richardson	Ran unit tests on the balanced game	25/04/19	Ran unit tests on the balanced game	
13	Luke Richardson	Wrote up black box testing results	26/04/19		
14	Umar Farooqi	Wrote up unit test results	26/04/19		