

Method Selection and Planning

Windows 007 Cohort 3 Team 7

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Chapter 1

Project Planning and Organisation

1.1 Communication

In order to work as an effective team we utilise both in-person and online meetings. The online meetings are held through Discord which also has dedicated channels to keep organised such as a Git-Log and a channel to arrange meetings.

To communicate to our customer we will use email for small and simpler questions however more nuanced and complex questions will require an in-person meeting.

1.2 Resources

Document drafts will be written in Google Docs to allow for real time collaborative editing. Deliverables will then be formatted into PDF's using LaTeX.

The game will be written in Java in conjunction with LibGDX as it is widely tested and also what our customer recommends.

We are using GitHub as our version control software to allow for multiple people to develop different features in parallel, speeding up production. Version control also enables us to revert to a previous version of the code if any unexpected issues arise.

1.3 Work Package 1: Requirements Research

ID: WP1

Gather information from the customer and research existing solutions while considering all stakeholders.

1.3.1 Task 1: Researching Existing Solutions

ID: T1.1

Research current solutions to draw inspiration for our own. Understand how these solutions work and their relevance to stakeholders.

Start: 27/09/2024 **End:** 02/10/2024

1.3.2 Task 2: Discussing the Product Brief

ID: T1.2

Create a shared client interview script to clarify requirements.

Start: 30/09/2024 **End:** 03/10/2024

1.3.3 Task 3: Customer Meeting

ID: T1.3

Organize a meeting to discuss customer needs based on the interview script.

Meeting Date: 04/10/2024 **Dependencies:** T1.1, T1.2

1.3.4 Task 4: Requirements and Risk Assessment

ID: T1.4

Create a formal list of requirements and assess potential risks.

Start: 04/10/2024 **End:** 07/10/2024 (may be updated throughout the project) **Dependencies:** T1.3

1.4 Work Package 2: Design

ID: WP2

Create initial sketches and plans for the application structure to meet requirements.

1.4.1 Task 1: Rough Outline

ID: T2.1

Discuss fundamental features and implementation approaches.

Start: 07/10/2024 **End:** 14/10/2024

1.4.2 Task 2: UML Diagrams (Back End)

ID: T2.2

Create UML diagrams for the back end to aid implementation.

Start: 14/10/2024 **End:** 21/10/2024 **Dependencies:** T2.1

1.4.3 Task 3: UML Diagrams (Front End)

ID: T2.3

Create UML diagrams for the front end to aid implementation.

Start: 14/10/2024 **End:** 21/10/2024 **Dependencies:** T2.1

1.5 Work Package 3: Implementation

ID: WP3

Implement planned solutions and update diagrams as the solution evolves.

1.5.1 Task 1: Implement Back End

ID: T3.1

Develop the back end to meet functional requirements.

Start: 21/10/2024 **End:** 11/11/2024

1.5.2 Task 2: Implement Front End

ID: T3.2

Build the front end, expanding on the back end and ensuring a user-friendly UI.

Start: 21/10/2024 **End:** 11/11/2024

1.6 Work Package 4: Testing

ID: WP4

Test the product to ensure it meets all requirements.

1.6.1 Task 1: Test the Product

ID: T4.1

Test the product, check it against the requirements, and fix any discovered bugs within project time limits.

Start: 06/11/2024 **End:** 11/11/2024