Computing Project Documentation

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## 

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# Investigation and Analysis

## Overview

## Nature of the problem

## Stakeholders

## Research on Existing Systems

## Interviews

## Summary of Interviews

## Hardware requirements

## Software Requirements

## Requirements Specification (MoSCoW)

Must:

|  |  |  |
| --- | --- | --- |
| Statement | Justification |  |
| 1. There must be moving enemies | This is because the enemies must move left, right, up or down along the path in the map |  |
| 1. There must be towers that can be placed | This is because the player can choose which towers to use |  |
| 1. There must be multiple maps that the player can play on | This will create diversity and ultimately make the game more fun |  |
| 1. There must be a set path the enemies move on | This is because in each map the enemies will have a path they will always move on |  |
| 1. There must be different paths for the enemies per map | This will make the game more unique so the players wont get bored so easily |  |
| 1. There must be set places for the towers to be placed | This is so that the towers will be only placed where they can attack the enemies |  |
| 1. There must be different types of enemies | This creates more variety in my game, and will make it more interesting to play |  |
| 1. There must be different types of towers | This will further add variety to my game |  |
| 1. There must be an in-game currency that can be used to buy the towers while playing | This is because the towers must be bought with coins gained from defeating the enemies |  |

Should:

|  |  |  |
| --- | --- | --- |
| 1. There should be |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

## Approach to development

## Alternative Methods

## Limitations

# Design

## User Interface Drawings

## Data structures and Variables

## Algorithms

## Test Plan

# Implementation - Approach

# Implementation – Iteration 1

## Coding

## Testing, Errors and solutions

## My Evaluation

## Feedback from end user:

## Conclusions

# Implementation - Iteration 2

## Coding

## Testing, Errors and solutions

## My Evaluation

## Feedback from end user:

## Conclusions

# Implementation - Iteration 3

## Coding

## Testing, Errors and Solutions

## My Evaluation

## Feedback from end user:

## Conclusions

# Testing

# Evaluation

## Success Criteria Evaluation

## End User Evaluation

## Adaptive Maintenance

## Corrective Maintenance

## Extensions

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# Appendix 1 (code listing)