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# **UniTycoon**

## **Method Selection & Planning**

**Group 6**

**TEAM6 Game Studios**

Work Undertaken by:

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## **Outline and justification of software engineering methods:**

During our first meeting for this project we decided to use the Agile Methodology as it is well suited to smaller projects and smaller groups. This works well for a project undertaken by a 6 person team. This method will allow us to make changes to planning and our organisation later on due to its high adaptability

We also considered the Waterfall method but due to its rigid structure we ultimately decided not to use it.

### **Development and Communication tools:**

For our method of communication within our group we decided to use WhatsApp. This allows fast, reliable communication as it is a mobile app. We primarily used WhatsApp to arrange meetings, with communication about the project taking place within the meetings, however we would be able to discuss small parts of the project quickly with WhatsApp

For our IDE we chose to use VScode as all members of the group are familiar with it and know how to use it. For our Code sharing we used Github as some of our group were familiar with it, and due to its wide usage other members could easily get used to how it works.

To keep track of tasks that needed to be done we used Trello. This let us set different tasks for each deliverable and we could all see which tasks were being actively worked on and which were already completed

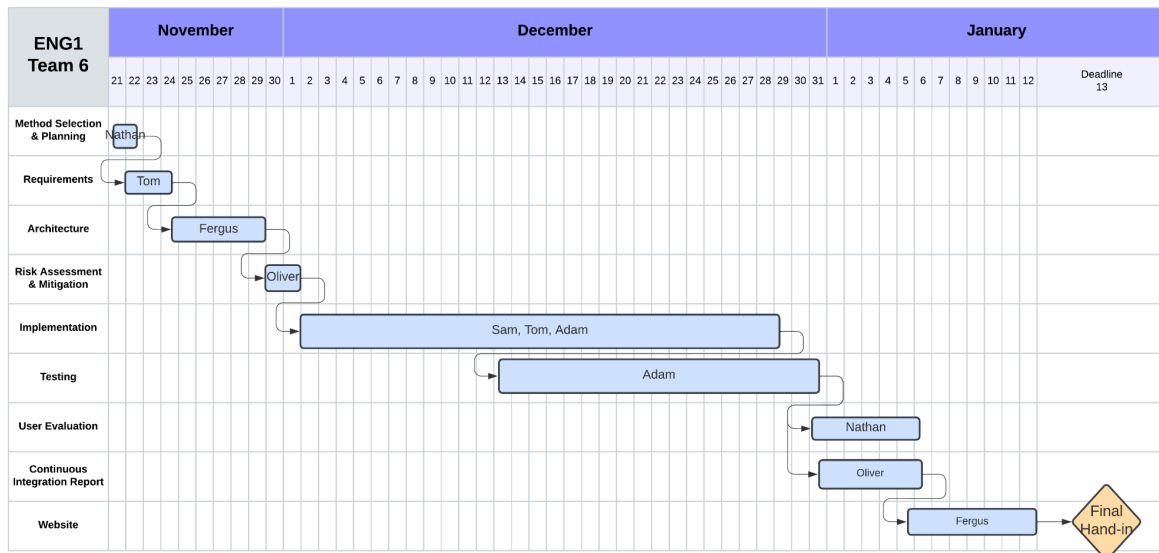
### **Approach to team organisation**

We organised our team with each deliverable/task having 1 primary member of our group working on it. Such as the requirements section of the change report being worked on by only Tom. This allows each of us to have a full understanding of our section of work and when needed we can group the work of each member to create the full change report. For larger tasks such as implementation we have multiple group members working together, with one being assigned as the lead for that piece of work.

This structure ensures that all work has the full focus of at least one group member at all times, until such work is completed. Upon the completion of a deliverable the group members(s) assigned to that section can then help on another deliverable.

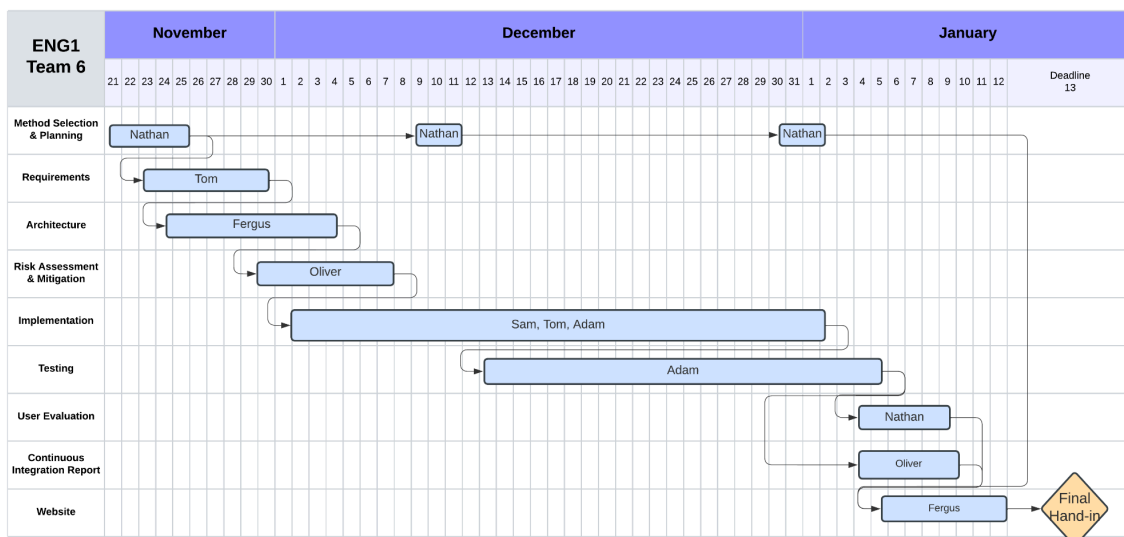
## Systematic plan for the project:

We began with a rough draft of the schedule as a gantt chart in our initial group meeting. We labelled each task with the name of the person working on it to allow us to evenly distribute work. Our initial plan was to work on deliverables depending on which tasks being completed would help with later tasks.



## Gantt chart Version 2

For this version of the chart, some deadlines have been set back to accommodate for the time needed to complete the tasks, and more time has been added to planning to add new gantt charts as the plan changes.



## Gantt Version 3:

Once again this version is mostly the same, with deadlines being pushed further back. The overall layout of the plan has stayed the same throughout the project as the methods used have remained unchanged.

