Change Table

Change ID	Owner	Deliverable	Change Description	Approved/ Rejected	Impact and justification for change	Data Issued	Date Completed	Status
CH1	Joe	Method & Planning	Update Gantt chart to include Assessment 4 deliverables and show task dependencies.	Approved	No impact on Assessment 3 deliverables but will impact the order of completion of Assessment 4 deliverables.	07/02/19	07/02/09	Completed
CH2	Joe	Method & Planning	Change task leaders and members roles from Geese Lightning members to Team Craig members and introduce deliverable experts.	Approved	No impact on the proposed changes to deliverables but changes to responsibilities of those deliverables. All Team members and experts made aware of new roles and responsibilities.	01/02/19	01/02/19	Completed
CH3	Joe	Method & planning	Change communication and graph tools to the tools the team are familiar with from Assessment 1 and 2.	Approved	Excel graphs can easily be exported to pdf and greater compatibility with other documentation file type e.g. Word docs. Separate audio and text communication tools for greater convenience using mobile apps and benefits of greater familiarity. Mentions of subsequent tools changed in all documentation.	01/02/19	01/02/19	Completed
CH4	Joe	Method & Planning	Addition of written plan for Assessment 4 outlining dates and justification for timeframes.	Approved	No impact on other documentation as of yet. Likely impact documentation in next Assessment.	07/02/19	07/02/19	Completed
CH5	Beatrix	Risk Assessment	Change of ownership of Risk to coincide with change in team members	Approved	All team members made aware of their new risk ownership and will report on transpired or new risks at weekly risk assessment meeting.	07/02/19	07/02/19	Completed
CH6	Beatrix	Risk Assessment	Addition of requirement and mitigation plan to account for the changeover of projects.	Approved	No impact on other documentation. However, programmers must now discuss code dependencies when making key changes to previous functionality.	07/02/19	13/02/19	Completed
CH 7	Beatrix	Risk Assessment	Addition of method for monitoring and updating	Approved	No impact on other documentation. Group must use one of two weekly	07/02/19	13/02/19	Completed

			risks during Assessment period		meetings to report transpired risk and update risk register.			
CH8	Beatrix	Risk Assessment	Re-ordering of columns within the risk register table to give more clarity.	Approved	No effect on previous documentation. No impact on use of the risk register.	07/02/19	07/02/19	Completed
CH 9	Beatrix	Risk Assessment	Re-ordering of risks in register by firster ordering by impact and then by likelihood.	Approved	No effect on other documentation. Enables team to easily priorities risks of a high impact and likelihood prevent the most serious risks transpiring.	07/02/19	07/02/19	Completed
CH10	Joe	Test Report	Change of methodology of black-box testing by introducing a team of testers unfamiliar with current implementation.	Approved	Tester role split into two sub-roles in order to perform more accurate testing with less bias. Programmers impacted as they must know Unit test their own code. Method and planning document edited to explain and justify change in methodology.	05/02/19	07/02/19	Completed
CH11	Joe	Test Report	Change in the representation of requirement testing by using a traceability matrix.	Approved	Requirement testing represented in the form of a treatability matrix to better observe the number of test cases and allow for easier traceability should addition, edits or removals be required. Should the traceability matrix be edited, each document and subsequent documentation need also be edited.	05/02/19	05/02/19	Completed
CH12	Tom	Black Box Tests	Addition of 'Associated Requirement' column to show greater requirement traceability.	Approved	Impact on Requirements testing document. All requirements found within 'Associated requirement' must also be found in this document. Team members can now much more easily trace tests if requirements change.	07/02/19	14/02/19	Completed
CH13	Tom	Black Box Tests	Addition of new black-box tests to cover newly added functionality to cover full product brief.	Approved	Change to statistics on Test Report document. Traceability also updated to show relationship between requirements and new test. Ensure all new functionality runs as expected- free from errors.	05/02/19	14/02/19	Completed

CH14	Huw	Unit Tests	Addition of Unit test to test proper player movement controlled by ZeprInputprocessor.	Approved		07/02/19	14/02/19	
CH15	Huw	Test Report	Change of methodology of Unit Testing from Geese lightning's previous Junit approach to our previous test suite.	Rejected	Rejected- Geese Lightning's JUnit tests proved more useful and reliable than our previous Unit testing methodology.			
CH16	Huw	Requirements	Removal of inaccurate requirement which could not be implemented or tested due to inadequate resources.	Approved	Removal of requirement mentions in other deliverables and associated functionality introduced to meet the requirement. Tests no longer needed to help show the requirement is met.	05/02/19	05/02/19	Completed
CH17	Suleman	Zepr	Removal of ZeprInputProcessor due to unreliable player movement and crashing errors. Use movement system introduced in our previous game	Rejected	Rejected- Too time consuming for short assessment period.			
CH18	Suleman	Mini Game	Addition of 'Goose Shooting' game which is completely separate from the main game	Accepted	Update to the User manual made to take into account mini game addition. Additional Black box tests added to test mini-game functionality.	05/02/19	14/02/19	Completed
CH19	Suleman	ZombieMedic Class and ZombieSporty Class	Implementation of two new Zombie types with differing constants found in the Constants class.	Accepted	New variables added to the constant class and new classes for zombie typed added to instantiate new zombies at each new wave.	05/02/19	07/02/19	Completed
CH20	Joe	Level tiled maps	Changes to previous Game's tiled maps to alter hitboxes of collideable objects to prevent characters and zombies becoming stuck.	Accepted	Improves characters fluidity through the maps and makes Zombie Ai more effective due to removal of potential collisions. No impact on other documentation.	05/02/19	07/02/19	Completed

CH21	Suleman	Character Class	Change to update() method in Character class to relocate vertices locations.	Accepted	Relocating the vertices in the update() method to be slightly further away from the player so collision points were now ahead of the player.	05/02/19	05/02/19	Completed
CH22	Suleman	Character Class	Addition of wallCollision() method to Character class to better handle collisions.	Accepted	Stops movement in the specific direction in which the collision occurred rather than stopping all movement.	05/02/19	09/02/19	Completed
CH23	Suleman	Level Class	Removal of renderer.dispose() call from the dispose() method in the Level class.	Accepted	Game no longer crashes at the end of levels spontaneously allowing the game to be completed in its entirety.	05/02	14/02/19	Completed
CH24	Suleman	PowerUp Classes	Additional classes added for each new power up extending the PowerUp class.	Accepted	Nuke (defeats current zombie wave) and Inta Kill (Destroys current wave and gives player one hit kill) powerups added to the game.	07/02/19	14/02/19	Completed
CH25	Suleman	Player Class	Changes made to respawn() method in Player class which handles the properties of the additional character.	Accepted	New character assigned unique stats and can be selected from the SelectLevelScreen.	05/02/19	14/02/19	Completed
CH26	Suleman	Boss Classes	Addition of new classes for each boss which extends the Zombie class;	Accepted	No impact on other classes as new classes implemented. Bosses spawn at the end of the Courtyard and Library levels.	05/02/19	10/02/19	Completed
CH27	Isaac	Save and Load method	Additional methods added to save and load a game file. Listeners added to menu buttons.	Accepted	Additional button listeners added to 'Save' and 'Load' text buttons as well as a load method to load previous game from text file.	07/02/19	16/02/19	Completed