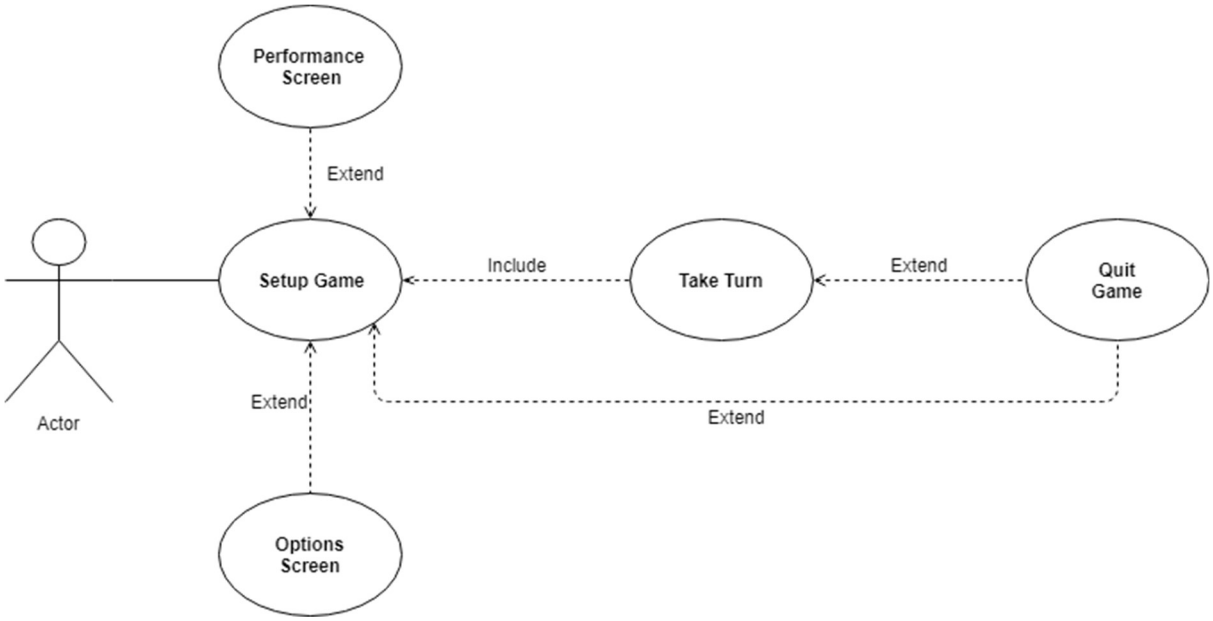
CSC 2045 Software engineering Week 11 Report

Name	Student Number	QUB Email Address
Peter Gilfedder	40204792	Pgilfedder01@qub.ac.uk
Michael McKeown	40178244	mmckeown681@qub.ac.uk
Aimee Millar	40173637	amillar2006@qub.ac.uk
Daniel Nelis	40205171	Dnelis01@qub.ac.uk
Kalvin Johnston	40206866	kjohnston44@qub.ac.uk
Philip Murphy	40201928	Pmurphy708@qub.ac.uk

Use case Diagram



Flow of Events for the Performance screen use-case	
Objective	To view performance stats
Pre-Conditions	Clicking the performance button
Main Flow	1. The user clicks plus to increase rectangle size 2. The user clicks minus to decrease rectangle size
Alternative flow	The user clicks return to return to the menu
Post Conditions	The rectangles are increased or decreased in size

Flow of Events for the Options screen use-case	
Objective	To change settings
Pre-Conditions	Clicking the options button
Main Flow	1. Pressing the volume button to mute and unmute
Alternative flow	1a. Back button pressed to return to main menu
Post Conditions	Volume is muted or unmuted

Flow of Events for the Setup Game use-case	
Objective	To select what to do with the app
Pre-Conditions	App started
Main Flow	1. Start game button pressed 2. Players roll dice to decide who goes first 3. Fields are allocated to the players 4. Players place 1 team on every field they own

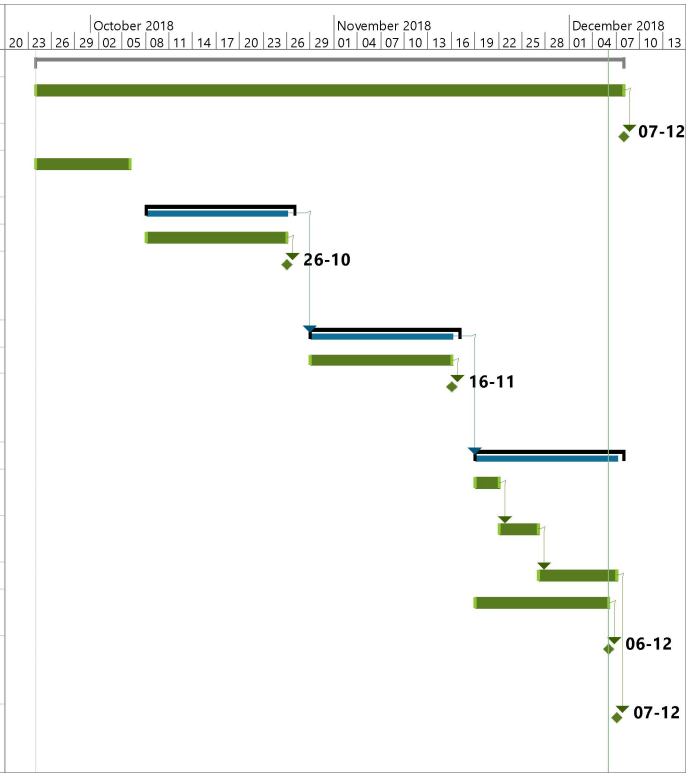
	5. Players take turns to place remaining teams on their fields <<Take turn Inclusion Point>>
Alternative flow	1a. Options screen button pressed <<Options extension point>> 1b. Performance screen button pressed <<Performance screen Extension point>> 1c. Quit game is selected <<Quit game Extension point>>
Post Conditions	Proceed to first dice roll

Flow of Events for the Take turn use-case	
Objective	For the player to perform redeployment of teams, attacks and relocation of teams.
Pre-Conditions	All fields have 1 team, and all other teams are allocated
Main Flow	1. Player receives new teams based on number of fields owned 2. Player places these teams on any owned field 3. Then the player decides who to attack 4. Player chooses how many teams to attack with 5. Attacking player and Defending player perform dice rolls to attack and defend the chosen field 6. Battle continues until attacker victory or attacker surrender 7. Player decides whether to attack again, until all attacks are complete 8. Player chooses whether or not to relocate a group of teams from on field to an adjacent field 9. If player has taken a field player receives a risk card
Alternative flow	1a. Quit game is selected <<Quit game Extension point>> 1b. Player presses end Turn without attacking, Next player begins take turn 9a. If Player doesn't take a field, no risk card given 8a. Player may choose to not relocate any teams
Post Conditions	Player has had turn and next player goes

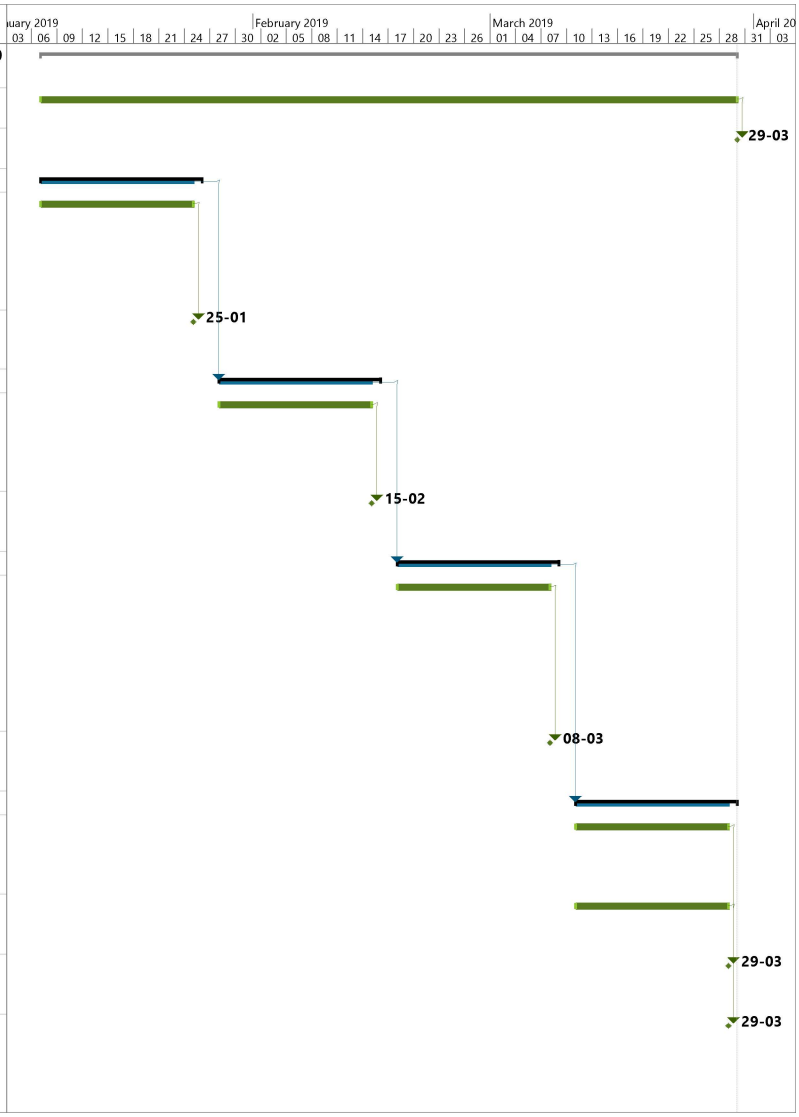
Flow of Events for the Quit Game use-case	
Objective	To quit the current risk game
Pre-Conditions	Player pressed quit
Main Flow	1. Player leaves the game
Alternative flow	1a. Player cancels quit
Post Conditions	Game report shows and game ends

Gannt Charts

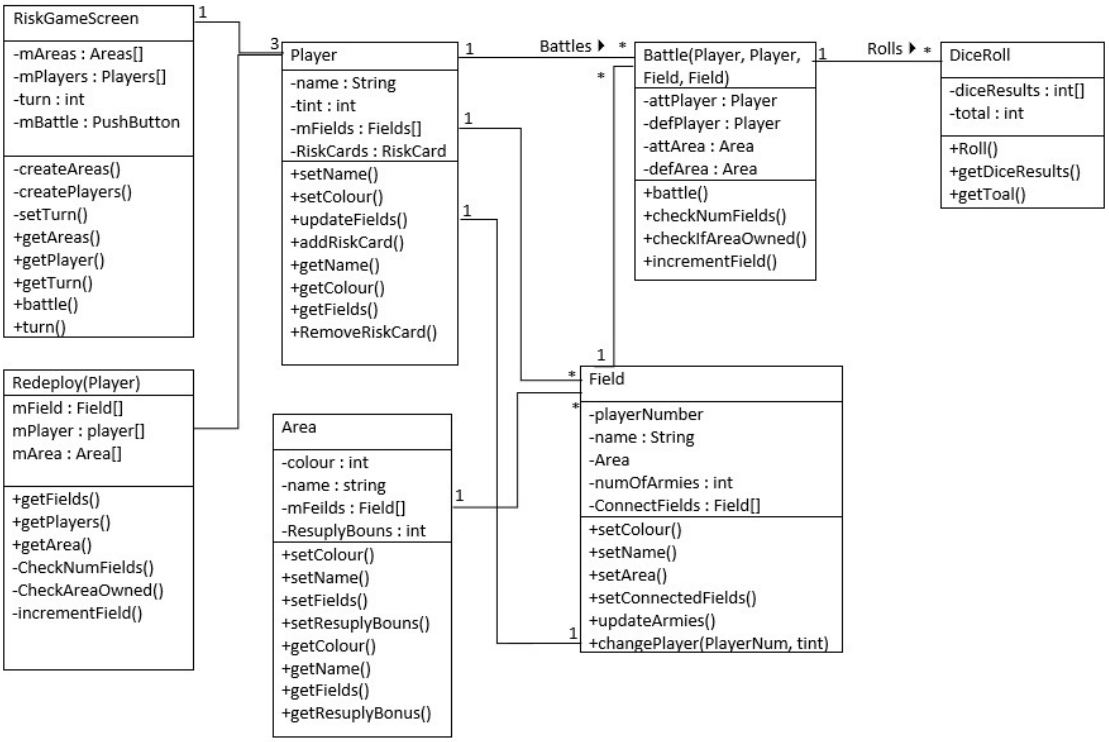
ID	Task Name	Duration	Start
0	**Project Gantt S1**	**55 days?**	**Mon 24-09-18**
1	CSC2044/45 Project - Semester 1	55 days	Mon 24-09-18
2	End of Semester	0 days	Fri 07-12-18
3	Team Formation and establising project aims	10 days	Mon 24-09-18
4	**Sprint 1**	**15 days**	**Mon 08-10-18**
5	Complete user stories	14 days	Mon 08-10-18
6	Sprint 1 Submission/Progress Update	0 days	Fri 26-10-18
7	**Sprint 2**	**15 days**	**Mon 29-10-18**
8	Complete user stories	14 days	Mon 29-10-18
9	Sprint 2 Submission/Progress Update	0 days	Fri 16-11-18
10	**Sprint 3**	**15 days**	**Mon 19-11-18**
11	Write and assign user stories	3 days	Mon 19-11-18
12	Defining the classes for the game	3 days	Thu 22-11-18
13	Completing user stories	8 days	Tue 27-11-18
14	Working on developing the report	13 days	Mon 19-11-18
15	CSC2045 Report (The Problem and Early Solution) Hand-in	0 days	Thu 06-12-18
16	Sprint 3 Submission/Progress Update	0 days	Fri 07-12-18



ID	Task Name	Duration	Start
0	**Project Gantt Chart S2**	**60 days**	**Mon 07-01-19**
1	CSC2044/45 Project - Semester 2	60 days	Mon 07-01-19
2	Submission of final game	0 days	Fri 29-03-19
3	**Sprint 4**	**15 days**	**Mon 07-01-19**
4	Working on building a solid formation of the core objects needed within the game	14 days	Mon 07-01-19
5	Sprint 4 Submission/Progress Update	0 days	Fri 25-01-19
6	**Sprint 5**	**15 days**	**Mon 28-01-19**
7	Continue working to produce a basic but playable version of the game	14 days	Mon 28-01-19
8	Sprint 5 Submission/Progress Update	0 days	Fri 15-02-19
9	**Sprint 6**	**15 days**	**Mon 18-02-19**
10	Period in which to add extra or more extensive functionality which exceeds the basic functionality that is required	14 days	Mon 18-02-19
11	Sprint 6 Submission/Progress Update	0 days	Fri 08-03-19
12	**Sprint 7**	**15 days**	**Mon 11-03-19**
13	Adding the finishing touches to the game and refactoring code	14 days	Mon 11-03-19
14	Working on producing second report	14 days	Mon 11-03-19
15	CSC2044 Project/game submission	0 days	Fri 29-03-19
16	CSC2045 Report (The System, the Processs and the Final Printed Report) Hand-in	0 days	Fri 29-03-19

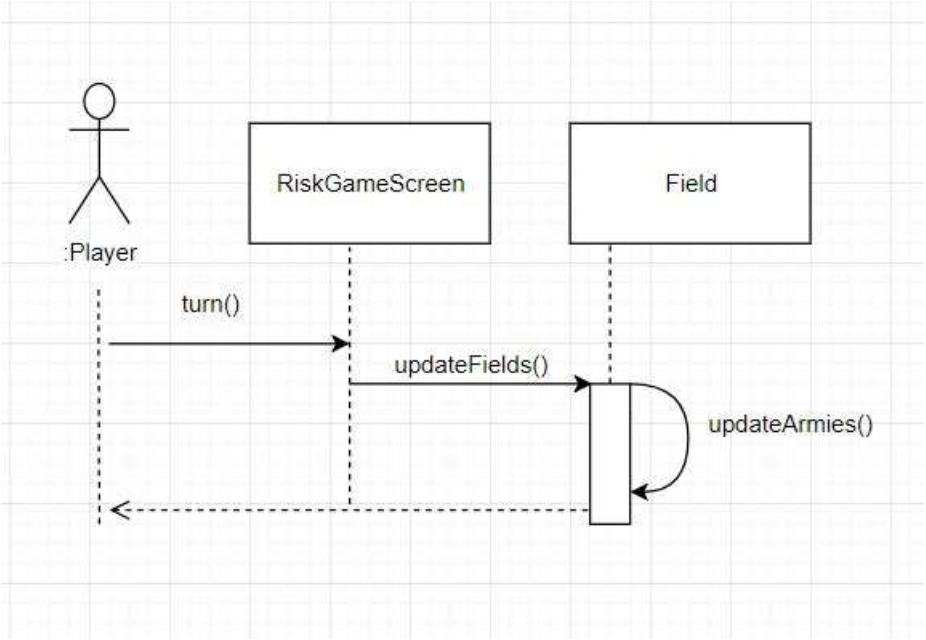


Class Relationship Model

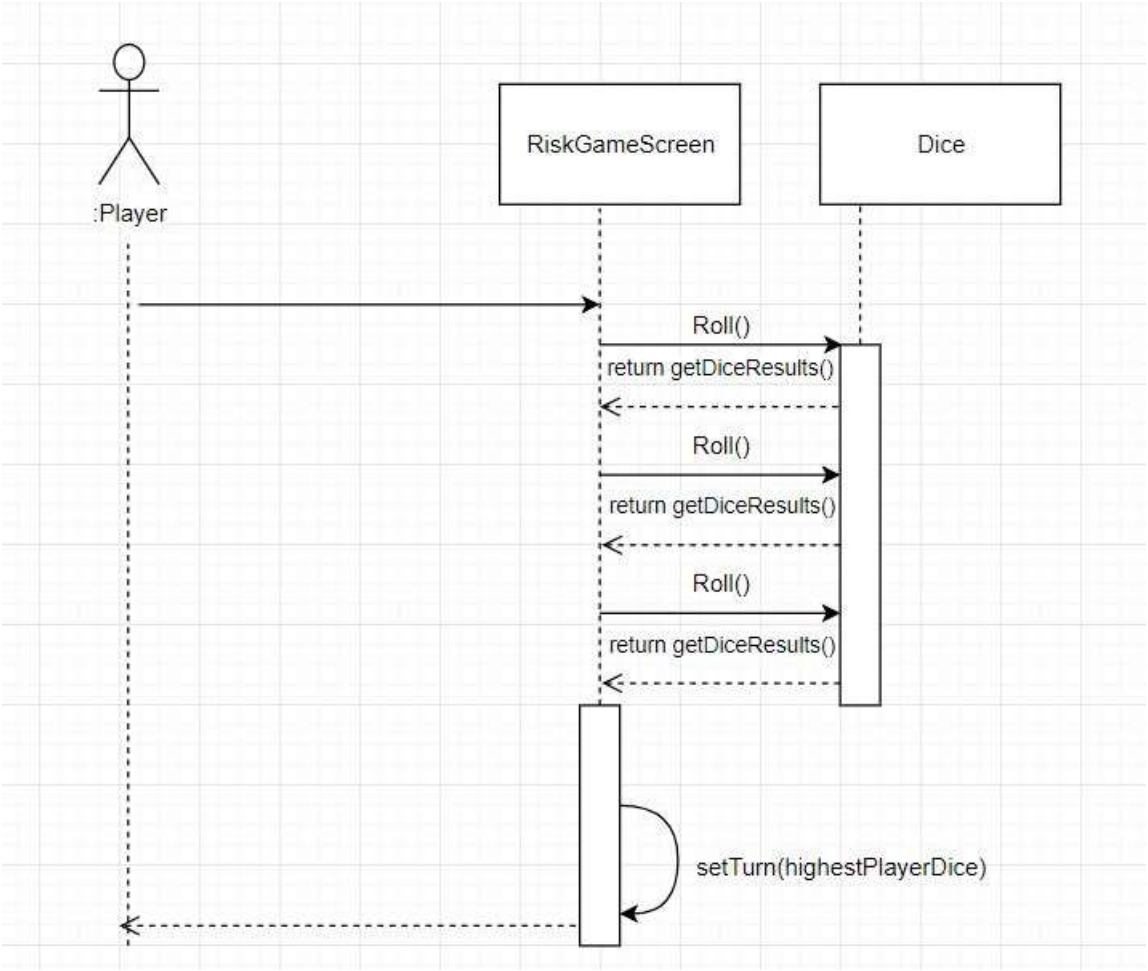


Sequence Diagrams

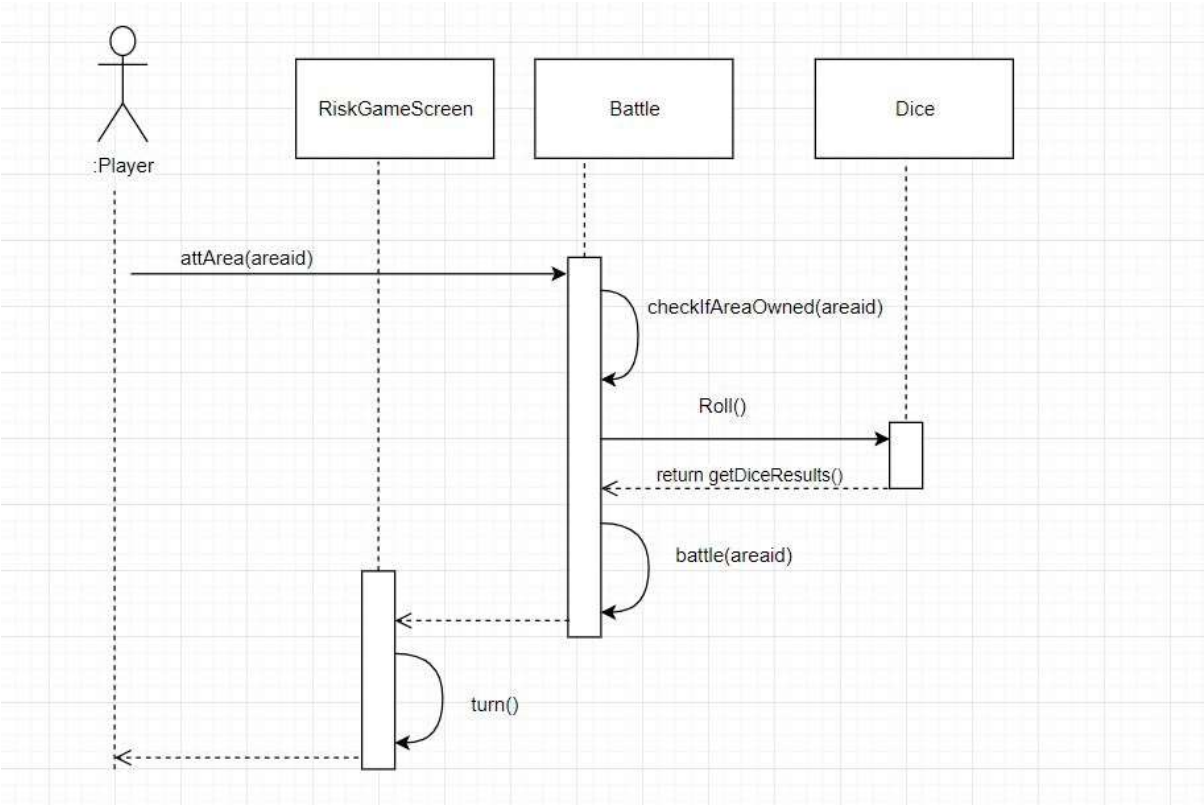
Updating Fields



Deciding the First Turn



Attacking Areas



Appendix

Team Minutes

Minutes for Team G51__ Week commencing _ 8/10/18 Date of this minute _8/10/18_

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

This was the beginning of our first sprint and so there was no work assigned or completed previous to this meeting

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- User stories 15-19
-
-
-
-
-

Aimee Millar

- User stories 1-3 &9
-
-
-
-
-

Daniel Nelis

- User stories 12 - 14
-
-
-

-
-

Kalvin Johnston

- User story 20 - 22
-
-
-
-
-

Michael McKeown

- User stories 23-26
-
-
-
-
-

Philip Murphy

- User stories 4-8
-
-
-
-
-

Minutes for Team G51__ Week commencing _22/10/18 Date of this minute _24/10/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- User stories 15-17 completed
-
-

Aimee Millar

- User stories 1-2 completed
-
-

Daniel Nelis

- User stories 12 – 13 completed
-
-

Kalvin Johnston

- User story 22 completed
-
-

Michael McKeown

- User stories 23-26 completed
-
-
-
-
-

Philip Murphy

- User stories 4-8 completed
-
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Completion of sprint 1 documentation
-
-

Aimee Millar

- Working on furthering understanding of android development
-
-

Daniel Nelis

- Setting up Git repository
-
-

Kalvin Johnston

- Working on furthering understanding of android development
-
-

Michael McKeown

- Working on furthering understanding of android development
-
-

Philip Murphy

- Working on furthering understanding of android development
-
-

Minutes for Team G51__ Week commencing _ 29/10/18 Date of this minute _29/10/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- Sprint 1 completed and reported
- Git commit completed
-
-

Aimee Millar

- Git commit completed
-
-

Daniel Nelis

- Git repository made and project stored
-
-

Kalvin Johnston

- Git commit completed
-
-

Michael McKeown

- Git commit complete
-
-
-
-
-

Philip Murphy

- Git commit complete
-
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Pair with Philip Murphy for this sprint
- Splash Screen Stories 1-4
-
-

Aimee Millar

- Pair with Daniel Nelis for this sprint
- Options screen user stories
-
-

Daniel Nelis

- Pair with Aimee Millar for this sprint
- Options screen user stories
-

Kalvin Johnston

- Pair with Michael McKeown for this sprint
- Performance screen User stories
-
-

Michael McKeown

- Pair with Kalvin Johnston for this sprint
- Performance screen User stories
-
-

Philip Murphy

- Pair with Peter Gilfedder for this sprint
- Splash Screen Stories 1-4
-
-

Minutes for Team G51__ Week commencing _12/11/18 Date of this minute _15/11/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- Splash user stories completed
-
-

Aimee Millar

- Options user stories 3 & 6 completed
-
-

Daniel Nelis

- Options user stories 1&2 completed
-
-

Kalvin Johnston

- Performance user stories 1-6 completed
-
-

Michael McKeown

- Performance user stories 1-6 completed
-
-

Philip Murphy

- Splash user stories completed
-
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Complete Sprint 2 report document
- Final push to GIT
-
-

Aimee Millar

- Final push to GIT
-
-

Daniel Nelis

- Final push to GIT
-
-

Kalvin Johnston

- Final push to GIT
-
-

Michael McKeown

- Final push to GIT
-
-

Philip Murphy

- Final push to GIT
-

Minutes for Team G51__ Week commencing 19/11/18_ Date of this minute __19/11/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- Sprint 2 document completed and Handed in
- Final commits to sprint 2, pushed to GIT
-

Aimee Millar

- Final commits to sprint 2, pushed to GIT
-
-

Daniel Nelis

- Final commits to sprint 2, pushed to GIT
-
-

Kalvin Johnston

- Final commits to sprint 2, pushed to GIT
-
-

Michael McKeown

- Final commits to sprint 2, pushed to GIT
-
-

Philip Murphy

- Final commits to sprint 2, pushed to GIT
-
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Completion of sprint 3 user story to develop the field class
- Completion of week 11 Report document
-
-

Aimee Millar

- Completion of sprint 3 user story to develop the Area class
- Completion of week 11 Report document
-
-

Daniel Nelis

- Completion of sprint 3 user story to develop the Redeploy class
- Completion of week 11 Report document
-

Kalvin Johnston

- Completion of sprint 3 user story to develop the Player class
- Completion of week 11 Report document
-

Michael McKeown

- Completion of sprint 3 user story to develop the Battle class
- Completion of week 11 Report document
-
-

Philip Murphy

- Completion of sprint 3 user story to develop the Dice roll class
- Completion of week 11 Report document
-
-

Minutes for Team G51__ Week commencing _26/11/18 Date of this minute __27/11/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- Working on the field class still, first commit pushed to GIT
-

Aimee Millar

- Area Class completed and pushed to GIT
-
-

Daniel Nelis

- Redeploy class first commit pushed
-
-

Kalvin Johnston

- Player class completed and pushed
-
-

Michael McKeown

- Battle class design complete and first commit pushed
-

Philip Murphy

- Dice class complete and pushed
- Dice interface in progress
-
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Finish Field class
- Finish report work
-

Aimee Millar

- Finish report work
-

Daniel Nelis

- Finish Redeploy class
- Finish report work
-
-

Kalvin Johnston

- Finish report work
-

Michael McKeown

- Finish Battle class
- Finish report work
-
-

Philip Murphy

- Finish Dice Implementation
- Finish report work
-
-

Minutes for Team G51__ Week commencing _ 3/12/18 Date of this minute 5/12/18

The following team members were present

Name (printed/typed)	Signature
Peter Gilfedder	
Aimee Millar	
Daniel Nelis	
Kalvin Johnston	
Michael McKeown	
Philip Murphy	

Task Reporting (Briefly list the progress for each team member in the last week.*)

Peter Gilfedder:

- Field class complete and pushed
- Report documentation complete
-

Aimee Millar

- Report documentation complete
-

Daniel Nelis

- Redeploy class complete and pushed
- Report documentation complete
-

Kalvin Johnston

- Report documentation complete
-

Michael McKeown

- Battle class complete and pushed
- Report documentation complete
-

Philip Murphy

- Dice interface complete and pushed
- Report documentation complete
-

Actions Planned (Briefly list the actions required of each team member for the next week.)

Peter Gilfedder:

- Final Report submission

Aimee Millar

- Continued work on the risk game

Daniel Nelis

- Continued work on the risk game
-

Kalvin Johnston

- Continued work on the risk game
-

Michael McKeown

- Continued work on the risk game
-

Philip Murphy

- Continued work on the risk game
-