**Phase Plan - Project Phases**

**Project Plan**

**Project Introduction**

The project introduction should be done by the analysis team. Ideally it should be completed by one member in the analysis team.

**Project Outline**

In this section there should be a few paragraphs describing the jobs needed to be carried out in order to finish the project, whilst pointing out important parts in the project.

**Project Schedule**

Here there should be a sections of paragraphs giving an overall schedule of important milestones to be completed in the project.

**Conflict Resolution Plan**

The conflict resolution plan should be done by the quality assurance team. Ideally it should be completed by one member in the quality assurance team.

In this section there should be a plan for how the group should respond in case of disruptive events occurring over the course of the project. There should be detailed plans for: what happens if a person drops out the group, what happens when a person misses there deadline, what happens if a person does not turn up to minutes meeting etc.

**Phase Plan**

The phase plan should be done by the analysis team. Ideally it should be completed by one member in the analysis team.

**Project Phases**

In this section there should be work broken down into tasks and sub-tasks as well as describing each task, and also allocating work to sub teams in the group.

**Project Milestone**

In this part there should either be a Gantt chart or PERT chart, and project milestone which shows the time scale of the project, in the end a chart needs to be produced showing how the project is going to be completed.

**Organization Plan**

The organization plan should be done by the quality assurance team. Ideally it should be completed by one member in the quality assurance team.

In this section responsibilities should be given to the analysis, design, programming and quality assurance teams. As well as this they need to have staff organization where each member of the team is given set jobs to do.

**Peer Assessment Plan**

The peer assessment plan should be done by the quality assurance team. Ideally it should be completed by one member in the quality assurance team.

In this part there should be a plan where to evaluate each member in the group of their performance over the whole project. There should be a detailed plan explaining how members are assessed for getting points as well as points being taken away.

**Website**

The website should be done by the programming team. Ideally it should be completed by one member in the programming team.

In this section there needs to be a website created where all the deliverables are submitted for the project, as well as having everyone’s name on the website. The deliverables should be links on the website to the uploaded documents.

**Requirements Specification**

The requirements specification should be done by the analysis team. As this is a long testing documentation it should be completed by both of the members in the analysis team, by splitting up analysis model task among them self’s.

**Introduction**

There needs to be a few paragraphs which describes the goals and objectives of the software, and an over view of the requirements specification.

**Analysis Model**

In this section the desired behaviour of the system is described by a collection of scenarios illustrating each function point of the system using CRC cards, object and class diagrams in UML notation, and/or a finite state machine. It should also identified and described classes and objects which will be used, as well as their roles and responsibilities.

**Acceptance Criteria**

The acceptance criteria should be done by the quality assurance team. As this is a long testing documentation it should be completed by both of the members in the quality assurance team, by splitting up the sub tasks among them self’s.

**Introduction**

This should explain the tests being carried out on the software to make sure it meets the requirements specification.

**Test Environment**

In this section there should be a list of environments that the testing is being carried out in, which include: the machine to be used, type of software, load instructions, data files and also any other relevant files.

**Acceptance Tests**

For each test being carried out should explain: the section of the analysis model being tested, any prerequisites, test being performed and expected results.

**High – Level Design Specification**

The high level design Specification should be done by the design team. As this is a long documentation it should be completed by both of the members in the design team, by splitting up the sub tasks among them self’s.

**Introduction**

In the introduction there needs to be an overview of the architectural design.

**Architectural Design**

In this section the design should consist of object and class diagrams in UML notation describing how each element is structured in the analysis model. There also needs to be a logical organisation of the system. There also needs to be a coding style which needs to be chosen.

**Common Tactical Policies**

Localised mechanisms which appear throughout the system should be identified and policies for handling them should be developed and explained.

**Requirements Cross – Reference**

In this section there is a cross reference between the analysis and architectural model, where if there is a one-to-one correspondence the name should be the same for both models, and if there isn’t a one-to-one correspondence a requirements cross-reference table should be given.

**Detailed Design Specification**

The detailed design specification should be done by the design team. As this is a long documentation it should be completed by both of the members in the design team, by splitting up the sub tasks among them self’s.

**Introduction**

The introduction should give information about the overview of the design specification.

**Detailed Design**

In this section the system will be described in detail using the UML for object and class diagrams. This part should be a directly relate to the high-level design task. There should also be a description of how object state information is implemented.

**Source Code**

The source code should be done by the programming team. As the program for the game would be written by both the team members they should split this task accordingly, so they can document there code easier.

**Class Documentation**

This section should contain : the class name, a short description of the purpose, and a change log.

**Method Documentation**

Each method will be described in this section, as well as following the configuration management section.

**Code Style**

The high-level design should correspond with this section, as well as short description of the coding style.

**Test Specification**

The test specification should be done by the quality assurance team. As this is a long documentation it should be completed by both of the members in the quality assurance team, by splitting up the sub tasks among them self’s.

**Scope**

This section should describe the functional, performance and design of the criteria that is about to be tested. This section also has to refer to the specification requirements, and a description of how the testing fits into the project schedule.

**Test Plan**

This section should have a description of a tests being split into test phases. It also has another section called overhead software where for each phase the stub or scaffolding it requires is listed.

**Test Procedures**

In this section there needs to be a test description, an overhead software description, expected results and a test case data.

**Test Results**

Here you would store all records of each test phase. For each test in each build of each phase, the following data shall be recorded: results, status and action.

**User Documentation**

The user documentation should be done by the quality assurance team. As this is a long documentation it should be completed by both of the members in the quality assurance team, by splitting up the sub tasks among them self’s.

**Installation Guide**

In this section there should be an installation guide for a system administrator. The installation should be done by using the guide alone.

**User Manual**

In here there should be documentation for the user telling them mainly about how the game works so they can play it.

**Peer Assessment**

This should be done by all members of the group.

In this section all the peer assessment marks are added up and documented for each candidate in the group. The marks have to follow the rules of the conflict resolution plan.

**Presentation**

The presentation should be done by a member in each team in the group.

A 10 – 15 minute presentation should be given for the overall software project, and in particular we would have to demonstrate how the software is build.

**Weekly Activity Sheet**

This should be done by all members of the group.

In this sheet there should be a brief summary what each group member did for the project in the last week.