Computing Project Documentation

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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:

M1 – it must have a character that the player can control

M2 – it must have 2D movement using the WASD keys

M3 – it must have Start screen

M4 – the player must be able to pick up items

M5 – the program must contain a pathfinding algorithm

M6- the game must contain a map and sprite sheet

Should:

Could:

Wont:

## 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)