Computing Project Documentation

Name: William Oakeley

Candidate Number:

Centre Number: 10816

## Table of Contents

Table of Contents

[Table of Contents 2](#_Toc493411763)

[Description of Project 4](#_Toc493411764)

[Overview 4](#_Toc493411765)

[Nature of the problem 4](#_Toc493411766)

[End User 4](#_Toc493411767)

[Stakeholders 4](#_Toc493411768)

[Research on Existing Systems 4](#_Toc493411769)

[My Approach 4](#_Toc493411770)

[Alternative Methods 4](#_Toc493411771)

[Solution 4](#_Toc493411772)

[Limitations 4](#_Toc493411773)

[Investigation and Analysis 5](#_Toc493411774)

[Interview 1 5](#_Toc493411775)

[Summary of Interview: 5](#_Toc493411776)

[Hardware requirements 5](#_Toc493411777)

[Software Requirements 5](#_Toc493411778)

[Requirements Specification 5](#_Toc493411779)

[Minimum Success Criteria 5](#_Toc493411780)

[Approach to development 5](#_Toc493411781)

[Iteration 1 6](#_Toc493411782)

[Specification 6](#_Toc493411783)

[Data Structures 6](#_Toc493411784)

[Algorithms 6](#_Toc493411785)

[Test Plan 6](#_Toc493411786)

[First Implementation 6](#_Toc493411787)

[Testing 6](#_Toc493411788)

[Evaluation 6](#_Toc493411789)

[My Evaluation 6](#_Toc493411790)

[Feedback from end user: 6](#_Toc493411791)

[Iteration 2 7](#_Toc493411792)

[Specification 7](#_Toc493411793)

[Data Structures 7](#_Toc493411794)

[Algorithms 7](#_Toc493411795)

[Test Plan 7](#_Toc493411796)

[First Implementation 7](#_Toc493411797)

[Testing 7](#_Toc493411798)

[Evaluation 7](#_Toc493411799)

[My Evaluation 7](#_Toc493411800)

[Feedback from end user: 7](#_Toc493411801)

[Iteration 3 8](#_Toc493411802)

[Specification 8](#_Toc493411803)

[Data Structures 8](#_Toc493411804)

[Algorithms 8](#_Toc493411805)

[Test Plan 8](#_Toc493411806)

[First Implementation 8](#_Toc493411807)

[Testing 8](#_Toc493411808)

[Evaluation 8](#_Toc493411809)

[My Evaluation 8](#_Toc493411810)

[Feedback from end user: 8](#_Toc493411811)

[Evaluation 9](#_Toc493411812)

[Stakeholders 9](#_Toc493411813)

[Success Criteria Evaluation 9](#_Toc493411814)

[Evaluation against Requirement Specification 9](#_Toc493411815)

[End User Evaluation 9](#_Toc493411816)

[Adaptive Maintenance 9](#_Toc493411817)

[Corrective Maintenance 9](#_Toc493411818)

[Bibliography 10](#_Toc493411819)

[Appendix 1 (code listing) 11](#_Toc493411820)

# 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 game must contain a map and sprite sheet

Should:

S1 – it should have a pause screen

S2 – it should contain animations of the sprites.

Could:

C1 – It could have 2 players input i.e. two playable characters.

C2 – the program could contain a pathfinding algorithm.

Wont:

W1 – it wont have network multiplayer.

## 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

# Bibliography

# Appendix 1 (code listing)