1 Group Management

Resources:

- Lecture notes - Project Management

To decide:

- What project management methods will you use?
- What are your roles within the team?
  - Team Leader
  - Coder
  - Tester
  - Who will keep records? Spokesman/secretary.
- How often will you meet?
- How will you keep track of progress/communicate with team members?
- How will you share code? Github?
- How will you integrate code?

Aims:

- Have written record of each member's role within the team, as well as a plan for managing progress of the project (frequency of meetings, modes of communication)

2 Product requirements

Resources:

- Lecture notes - FSM, RBS (wk 23)

Think about and record:

- What needs to be done to complete the project?
- What behavior do you want your tank to exhibit?
- How will you implement these?
  - Finite State Machines
  - Rule Based System
  - Behavioral Trees
- Testing - design test before implementing behavior
- What is the timeline for development? How much time do you have and when do you need to get things done by?

Aims: Document

- Design system specification, list what you want your tank to do.
- Use cases
- User stories
- CRC - Class, Responsibilities, Collaborations

3 Additional exercises

Think about if/how you could implement a behavior tree.

- Have a look at the graphNode class provided in week 3 for ideas on creating custom data structures (see Lab 2&3 instructions for code).
- What types of nodes do you want?
- What common attributes/functions do they have?

Plan class hierarchy and properties of nodes.