Chicken Zombie Bonanza
Project Legacy
COP 4331C Processes of Object Oriented Software Fall 2011

Team 19 - Team (Cauc)asians

Team Members:
- Bernard Feeser
- Jon Leonard
- Danh Nguyen
- Jolene Wan
- Juan Chen

Modification history:

Version	Date	Who	Comment
v0.0	08/15/00	G. H. Walton	Template
v1.0	12/02/11	Bernie/Juan/Jon	Roles, Analysis
v2.0	12/02/11	Jon Leonard	For Deliverables 3

Roles

Concept of Operations
- each member participated equally.

Project Plan
- each member participated equally.

Software Requirements Specifications
- each member participated equally.

Project Management Plan
- Jolene - 50%
- Danny - 50%
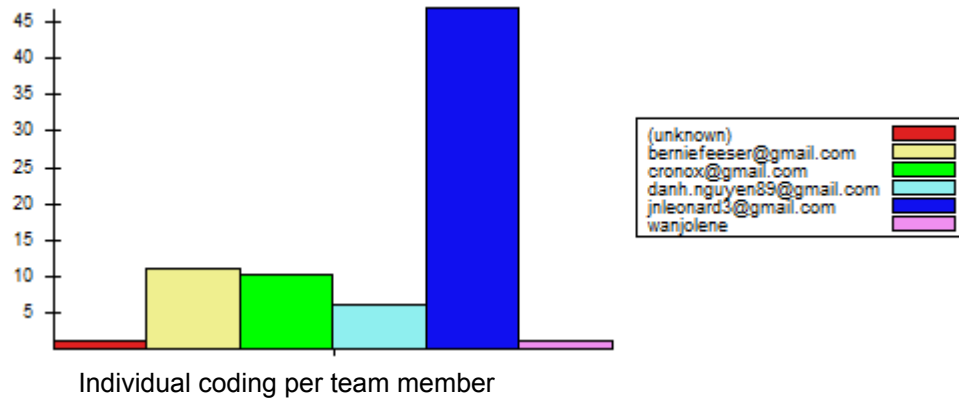
Project Management Report
- Jolene - 50%
- Bernie - 50%

Design
- Jon - 75%
- Jolene, Danny, Juan and Bernie - 25%

Code

Individual coding per team member

Legend:
- (unknown)
- berniefeeser@gmail.com
- cronoxi@gmail.com
- danh.nguyen89@gmail.com
- jnleonard3@gmail.com
- wanjolene

Graphics
- Jolene

Documentation
- each member participated equally.

Configuration Management
- Jon - 50% - SVN
- Bernie - 50% - Google Docs

Quality Assurance
-each member participated equally

Final Deliverables
- each member participated equally

Analysis

Assessment of quality of final product:
The application will display and track your position on a map. You can see way-points, power-ups, and the player on the map screen. The screen will display the current health and score. After reaching a way-point you can enter this way-point and play the shooting game. In the shooting game chickens will appear in a 3-D environment and start to come toward you. You can shoot them and gain points and can also take damage. These are both displayed on the screen. If you die the screen will tell you and give you a chance to play again and if you win you will go back to the map screen.
The GPS is limited to areas that can receive a GPS signal. You must have an Android 2.2 mobile device.

Recommended use of the final product:
The final project is used for entertainment purposes for the general public. It should be used in open spaces with little to no traffic around and in well-lit environment. It should be used in areas that will not disrupt other people due to noise and movement on the user's part. It should be used in areas that have GPS signals. It should be used in places that have low crime rates. It should be used for recreation and enjoyment.

Known problems: No none problems.

Adherence to project plan:
        We followed the project plan to a tee, our software development model was the V-model and we were able to define our requirements well enough the first time that we did not have to revisit them, however we did have to make numerous changes to the low level design to account for unforeseen caveats in the external resources we utilized, looping around the bottom part of the V many times, but our high level design remained unchanged.

Defect Analysis: No known defects as of right now.

Quality Assurance: As of right now, all aspects of the software currently do what they are intended to do.

Configuration Management:
        The finish product will use the android app store for distribution and installation. We utilized SVN as the repository for our source code, which was sufficient, however Git may have been a more useful SCM system because of it's better tools for branching and merging source changes. We also heavily used Google Docs for our documentation, which was excellent.

Suggestions for future:
        Future groups should set mandatory meeting times and assign duties to each person in the group. One of the duties should be to keep track of who does what and how long it took them to do it. They should use tools such as google docs so that everyone can work on the documents at the same time and at anytime they want. Tortoise SVN was a great tool for writing the code as a team and dealing with conflicts.