

Change Management Document

Throughout the completion of our Connect 4 project, our team thoroughly monitored and controlled any change that was brought up during the execution phase. A record of all of our team's meetings were kept in a Google document, and all changes to our final project can be viewed via Github.

Each time a concept was brought up that differed from the initial project plan, a meeting was held via Discord to discuss how the change was going to affect our program. After a conclusion was reached, one of the team members will begin to implement the change. The new code will then be submitted on Github where the code is automatically implemented to each of the team members' IDE. Console versions of the two player and single player game (included in the submission) were also initially used to server as a foundation for the final GUI program.

Major changes included:

- Removal and addition of in-game features (removal of timer and addition of move counter)
- Finalizing the evaluation system of the minimax algorithm
- Converting src code to a runnable JAR file
- Implementation of a Maven dependency to drastically change the "look" and "feel" of the GUI program

As mentioned above, a full list of Github commits and a meetings record can also be accessed from the moodle submission. Throughout the completion of our project, strong coherence was required from both team members in order to successfully manage any change introduced during the execution phase.