

# CP3047 & CP5047 ASSESSMENT TASK 1: Cycle Reports

This assessment task has been prepared by Dr. Dmitry Konovalov for James Cook University. Updated 29 November 2014.

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<b>Aligned BIT course &amp; CP3047 subject learning outcomes</b>		<ul style="list-style-type: none"><li>• SLO - Subject Learning Outcome: SLO-1, SLO-2;</li><li>• BLO - BIT Course Learning Outcome: BLO-K1, BLO-K3, BLO-S3, BLO-S5.</li></ul>
<b>Group or individual</b>	Group	
<b>Weighting / Length</b>	20%	
<b>Due date</b>	during week-7 workshop	

<b>Aligned MIT course &amp; CP5047 subject learning outcomes</b>		<ul style="list-style-type: none"><li>• SLO - Subject Learning Outcome: SLO-1, SLO-2;</li><li>• MLO - MIT Course Learning Outcome : MLO-K1, MLO-S5.</li></ul>
<b>Group or individual</b>	Group	
<b>Weighting / Length</b>	20%	
<b>Due date</b>	during week-7 workshop	

## ASSESSMENT TASK DESCRIPTION

This task is the **iteration-3** in terms of the Agile Software development. It delivers the **beta-release** to the client, and makes planning for the **iteration-4 (final release)**, which is due at the end of CP3047/5047.

Your instructor may ask you to provide a paper copy of this assignment. Depending on the class size, campus or timetable circumstances, it could be more appropriate/convenient/efficient to mark the hard copy rather than electronic version of this assignment.

## [Total awarded \_\_\_\_\_ out of 100 marks] ASSESSMENT TASK CRITERIA SHEET

The following is the list of items which are required to be completed in this assignment. Maximum possible marks are given in brackets at the beginning of each item. Where relevant, the SLOs and BLO/MLOs from the preceding table are specified.

[\_\_\_\_\_/5 marks, BLO-S5] Assignment is done in a group with 2-4 students.

Write group members here:

Student Name-1, Project role(s), specific **individual** contributions to this assessment item:

Student Name-2:

Items	Hong Yu	Jananie Illango
<b>Game idea</b>	✓	✓
- Story definition	✓	✓
- Character definition	✓	✓
- Logic definition	✓	✓
<b>Design</b>	✓	
Main stage	✓	
Background	✓	
Grass wall	✓	
Slingshot framework	✓	
Eagle	✓	
Rabbit	✓	

Carrot	✓	
Cloud	✓	
Explosion effect	✓	
Stage Option Cards	✓	
Title and banners	✓	
<b>Game Logical definition</b>	✓	
<b>System Logic</b>	✓	
LEVEL parameters	✓	
How to start	✓	
How to restart	✓	
How to begin next level	✓	
How to choose level	✓	
High score	✓	
All enemies down	✓	
All carrots exhausted	✓	
All rabbits caught	✓	
<b>Character Logic</b>	✓	
<b>Eagle logic</b>	✓	
Fly action	✓	
Random creating action	✓	
Catch rabbits	✓	
Carry rabbits	✓	
Successfully catch rabbits	✓	
Successfully hit by carrots	✓	
<b>Rabbit Logic</b>	✓	
Jump on the main screen	✓	
Be caught by eagle	✓	
Saved by carrots	✓	
Reset position	✓	
<b>Carrot Logic</b>	✓	
Drag action	✓	
Shot action	✓	
Successfully hit eagles	✓	
Not successfully hit eagles	✓	
<b>Technique implementation</b>	✓	
<b>Build title screen</b>	✓	
Flying cloud	✓	
Jumping rabbits	✓	
Moving grass	✓	
Play button	✓	
<b>Levels Option screen</b>	✓	
Back to title	✓	
Round 1 selection	✓	
Round 2 selection	✓	
High score of round 1	✓	

High score of round 2	✓	
If locked, in round 2	✓	
<b>Main screen</b>	✓	
Load parameter for different level	✓	
Create eagle	✓	
Eagles fly to rabbits randomly	✓	
Eagles catching rabbit	✓	
Eagles carting rabbit vertically to out of layer	✓	
Carrots could be dragged, ready for shot	✓	
Carrots shotting	✓	
Carrots hit eagle (with explosion effect)	✓	
Carrots does not hit eagle	✓	
Rabbit lay out to grass	✓	
Rabbit caught by eagle on flying	✓	
Rabbit caught by eagle successfully out of layout	✓	
Rabbit be saved (reset the rabbit)	✓	
When eagle number reduce to 0 (winner action: again or go next level)	✓	
When carrot number reduce to 0 (loser action: again)	✓	
When rabbit number reduce to 0(loser action: again)	✓	
Next level (set eagle more speedy and increase the number of eagle)	✓	
High score (The playing time lower than high score, then replace to save)	✓	
<b>Testing Task</b>	✓	✓
- Title screen	✓	✓
- Level option screen	✓	✓
- Main screen	✓	✓
- Level logic	✓	✓
- Character logic	✓	✓
- High score logic	✓	✓
- UAT arrangement	✓	✓
<b>Documentation</b>	✓	✓
- Cycle report	✓	
- Presentation Slider	✓	✓
- Audit report	✓	✓
- Delivery meeting	✓	✓
- Client communication	✓	✓

[ \_\_\_\_/5 marks] Assignment is completed using electronic copy of this document (available from LearnJCU).

[ \_\_\_\_/5 marks] Assignment (this filled out document) is submitted to LearnJCU electronically. One submission per team.

[\_\_\_\_\_/60 marks, SLO-1, SLO-2, BLO-S3, MLO-S5] Report **ACTUALLY** delivered beta-release (see your user stories in iteration-2). Any deviations from the plan for beta-release must be documented and briefly explained. Write here: Minimum **ONE** page, maximum **THREE** pages.

<Define stories for this cycle leading to beta release. Include also stories from past cycle (leading to alpha)>

- [\_\_\_\_\_/10 marks] Demonstrate delivered beta **and** alpha releases. ***Highlight the difference*** between alpha and beta releases;

Alpha	Beta
<b>Build title screen</b>	
Flying cloud	
Jumping rabbits	
Moving grass	
Play button	
<b>Levels Option screen</b>	
	Back to title
Round 1 selection	
	Round 2 selection
High score of round 1	
	High score of round 2
	If locked, in round 2
<b>Main screen</b>	
Load parameter for different level	Particular in level2
<b>Number of eagles:5</b>	<b>Number of eagles:7</b>
<b>Speed of eagles:450</b>	<b>Speed of eagles:600</b>
Create eagle	Can tweet simultaneously
Eagles fly to rabbits frequently	Eagles fly to rabbits randomly
Eagles catching rabbit	
Eagles carting rabbit vertically to out of layer	
Carrots could be dragged, ready for shot	
Carrots shotting	
Carrots hit eagle (with explosion effect)	Optimization of explosion effect
Carrots does not hit eagle	
Rabbit lay out to grass	
Rabbit caught by eagle on flying	
Rabbit caught by eagle successfully out of layout	
Rabbit be saved (reset the rabbit)	
When eagle number reduce to 0 (winner action: again or go next level)	
When carrot number reduce to 0 (loser action: again)	
When rabbit number reduce to 0(loser action: again)	
	Next level (set eagle more speedy and increase the number of eagle)
	High score (The playing time lower than high

score, then replace to save)

- [\_\_\_/10 marks] Quality, acceptance testing, how well the **alpha and beta user stories** are implemented;

Alpha	Quality	Beta	Quality
<b>Build title screen</b>			
Flying cloud	Correctly		
Jumping rabbits	Correctly		
Moving grass	Correctly		
Play button	Correctly		
<b>Levels Option screen</b>			
		Back to title	Correctly
Round 1 selection	Correctly		
		Round 2 selection	Correctly
High score of round 1	Programmed		
		High score of round 2	Correctly
		If locked, in round 2	Correctly
<b>Main screen</b>			
Load parameter for different level <b>Number of eagles:5</b> <b>Speed of eagles:450</b>	Correctly	Particular in level2 <b>Number of eagles:7</b> <b>Speed of eagles:600</b>	Correctly
Create eagle		Can tweet simultaneously	Correctly
Eagles fly to rabbits frequently	Correctly	Eagles fly to rabbits randomly Case number of rabbits on the stage: 4→choose(1,2,3,4) 3→ if 1 gone then choose(2,3,4) if 2 gone then choose(1,3,4) if 3 gone then choose(1,2,4) if 4 gone then choose(1,2,3) 2→ if 1 2 gone then choose(3,4) if 1 3 gone then choose(2,4) if 1 4 gone then choose(2,3) if 2 3 gone then choose(1,4) if 2 4 gone then choose(1,3) if 3 4 gone then choose(1,2) 1→choose the last one	Correctly
Eagles catching	Correctly		Correctly

rabbit			
Eagles carting rabbit vertically to out of layer	Correctly		Correctly
Carrots could be dragged, ready for shot	Correctly		Correctly
Carrots shotting	Correctly		Correctly
Carrots hit eagle (with explosion effect)	Programmed	Optimization of explosion effect: Add <b>Fade</b> behaviour to explosion effect	Correctly
Carrots does not hit eagle	Correctly		Correctly
Rabbit lay out to grass	Correctly		Correctly
Rabbit caught by eagle on flying	Correctly		Correctly
Rabbit caught by eagle successfully out of layout	Correctly		Correctly
Rabbit be saved (reset the rabbit)	Correctly		Correctly
When eagle number reduce to 0 (winner action: again or go next level)	Programmed		Correctly
When carrot number reduce to 0 (loser action: again)	Programmed		Correctly
When rabbit number reduce to 0(loser action: again)	Programmed		Correctly
		Next level (set eagle more speedy and increase the number of eagle)	Correctly
		High score (The playing time lower than high score, then replace to save)	Correctly

- [\_\_\_\_/10 marks] Complexity, technical competence, appropriate ICT solution/languages/tools;

Item	Tools
<b>Documentation</b>	Microsoft word, power point
<b>Arts and graphic design</b>	Adobe Photoshop, Fireworks, Procreate

Due to the limitation of capital and investment, the game is implemented by Free Version of Construct 2, as a result, it is hardly to achieve more excellent function through it.

Moreover, the music and sound track are copied from Internet should have copyright with the original authors, because it is lack of the ability to audio editing jobs.

- [\_\_\_\_\_/20 marks] Client satisfaction and feedback. Demonstrate how and where the client's feedback was used to improve the existing alpha-release features, and implement new features of the beta-release.

**From:** Yu Hong [<mailto:yu.hong@my.jcu.edu.au>]

**Sent:** Tuesday, 25 November, 2014 8:36 PM

**To:** Dillon, Roberto

**Subject:** ICT2 Program Client Communcation

Dear Professor Roberto Dillon:

This is the team leader of ICT2 game project "defend the rabbits", Hong Yu 1266645 who may get the confirmation to our project cycle report in

• [\_\_\_\_\_/20 marks] **Client satisfaction and feedback. Demonstrate how and where the client's feedback was used to improve the existing alpha-release features, and implement new features of the beta-release.**

As a result, we should invite you to have a time on our prototype and leave us your honest feedback which we could use to improve our project in the following academic weeks.

In the Alpha version, we may achieve like below:

**Dillon, Roberto** @

26 November 2014 09:22

To: Yu Hong

RE: ICT2 Program Client Communcation

DR

Dear Hong Yu,

Thanks for the email. The project is showing good progress and I am satisfied with the features implemented so far.

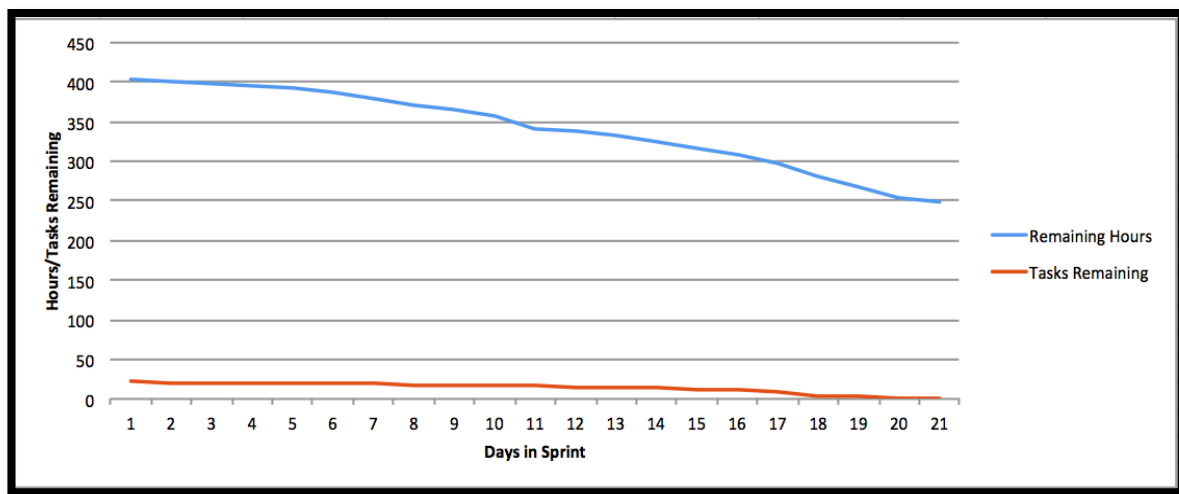
All best,  
Roberto Dillon

Assoc. Prof. Roberto Dillon, Ph.D.  
JCU Singapore  
School of Business and IT  
600 Upper Thomson Road, Singapore 574421  
email: [roberto.dillon@jcu.edu.au](mailto:roberto.dillon@jcu.edu.au)  
DID: +65 6576 6853

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- [\_\_\_\_\_/10 marks] **Burn-down chart** for iterations #2 and #3, which is used to plan iteration-4.



[\_\_\_\_\_/5 marks, BLO-K1, BLO-K3, BLO-S5] Project sponsor/client/customer signed and accepted the delivery of the beta-release. Cut/Paste clients' email here, or show signed the preceding "**delivered beta-release**" to your marker/lecturer.

Yu Hong @

25 November 2014 21:39

YH

To: Dillon, Roberto  
ICT2 Program Client Communication

Dear Professor Roberto Dillon :

This is the team leader of ICT2 game project "defend the rabbits", Hong Yu 12666452, who may get the confirmation to our project cycle report in

[\_\_\_\_\_/10 marks, BLO-K1, BLO-K3, BLO-S5, MLO-K1, MLO-S5] Project sponsor/client/customer signed/agreed to the scope of the final-release. Cut/Paste clients' email here, or show signed the preceding "**scope of final-release**" to your marker/lecturer.

As a result, we should invite you to have a time on our Project Plan and leave us your honest feedback which we could use to improve our project in the following academic weeks.

Thus, it is honour to have your feedback soon.

Best regard  
Yours student,  
Hong Yu

ICT 2 program  
Master of Information technology  
James cook University



table.pdf



Dillon, Roberto

26 November 2014 09:23

DR

To: Yu Hong

RE: ICT2 Program Client Communication

Dear Hong Yu,

The list of features to be implemented for the Final release is good and approved.

All best,  
Roberto Dillon

Assoc. Prof. Roberto Dillon, Ph.D.  
JCU Singapore  
School of Business and IT  
600 Upper Thomson Road, Singapore 574421  
email: [roberto.dillon@jcu.edu.au](mailto:roberto.dillon@jcu.edu.au)  
DID: +65 6576 6853

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[See More from Yu Hong](#)

[\_\_\_\_\_/10 marks, SLO-1, SLO-2, BLO-S3, MLO-S5] Planning and scope of the final-release (Project audit at the end of CP3047/5047 subject). Write here: Minimum **ONE** page, maximum **THREE** pages.

**Available days:** PASS-level (minimum) effort is 1-day and maximum is 3-days per teaching week (assume 12 weeks per study period), per team member. For example:  $12 \times 2 = 24$  days is the minimum for a team with 2 students,  $12 \times 2 \times 3 = 72$  days is the maximum. The available days must match the SUM of your user story estimates below.

User story 1: title, short description, effort estimate (in days, maximum of 5 days), assumptions (if any).

User story 2: ...

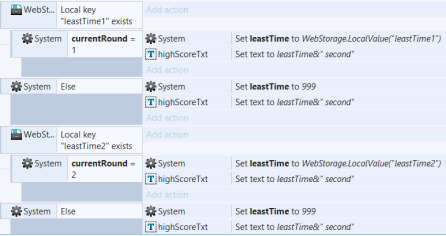
User stories	Process One (Plan Design and Arts)	Time consumption (Week 1 - 2)	Priority
1	Game story definition	2 days	M
2	Game logic definition	1 days	H
3	Character definition	1 day	H
4	Draft and prototype	2 days	H
5	Art work of stage	2 days	M
6	Art work of character	2 days	M
7	Art work of elements	2 days	L
8	Art work of background and accessories	1 day	L
9	Client communication and Milestone meeting	1 day	

User stories	Process Two (Alpha Version)	Time consumption (Week 3 - 7)	Priority
1	Build title screen	4 days	H
2	Flying cloud	1 day	L

3	Jumping rabbits	1 day	L
4	Moving grass	1 day	L
5	Play button	2 days	H
6	Levels Option screen	1 day	M
7	Round 1 selection	1 day	
8	High score of round 1	2 days	H
9	Main screen	2 days	H
10	Load parameter for different level Number of eagles: 5 Speed of eagles: 450	1 day	M
11	Create eagle	1 day	H
12	Eagles fly to rabbits frequently	1 day	H
13	Eagles catching rabbit	2 day	H
14	Eagles carting rabbit vertically to out of layer	1 day	H
15	Carrots could be dragged, ready for shot	1 day	H
16	Carrots shotting	1 day	H
17	Carrots hit eagle (with explosion effect)	2 days	H
18	Carrots does not hit eagle	2 days	H
19	Rabbit lay out to grass	1 day	L
20	Rabbit caught by eagle on flying	1 day	H
21	Rabbit caught by eagle successfully out of layout	1 day	H
	Rabbit be saved (reset the rabbit)	1 day	H
22	When eagle number reduce to 0 (winner action: again or go next level)	1 day	M
23	When carrot number reduce to 0 (loser action: again)	1 day	M
24	When rabbit number reduce to 0(loser action: again)	1 day	
25	Milestone 2 Client meeting	5 days	

User stories	Process Three (Beta Version)	Time consumption ( Week 8 - 10 )	Priority
1	<b>Test Alpha related functions</b>	1 day	
2	<b>Test Alpha related functions</b>	1 day	
3	<b>Test Alpha related functions</b>	1 day	
4	<b>Test Alpha related functions</b>	1 day	
5	<b>Test Alpha related functions</b>	1 day	
6	<b>Test Alpha related functions</b>	1 day	
7	Back to title	1 day	

8	<b>Test Alpha related functions</b>	1 day	
9	Round 2 selection	1 day	
10	<b>Test Alpha related functions</b>	1 day	
11	High score of round 2	1 day	
12	If locked, in round 2	1 day	
13	<b>Test Alpha related functions</b>	1 day	
14	Particular in level2 <b>Number of eagles: 7</b> <b>Speed of eagles: 600</b>	3 days	
15	accompany with sound effect	1 days	
16	Eagles fly to rabbits randomly <b>Case number of rabbits on the stage:</b> <b>4→choose(1,2,3,4)</b> <b>3→ if 1 gone then choose(2,3,4)</b> <b>if 2 gone then choose(1,3,4)</b> <b>if 3 gone then choose(1,2,4)</b> <b>if 4 gone then choose(1,2,3)</b> <b>2→ if 1 2 gone then choose(3,4)</b> <b>if 1 3 gone then choose(2,4)</b> <b>if 1 4 gone then choose(2,3)</b> <b>if 2 3 gone then choose(1,4)</b> <b>if 2 4 gone then choose(1,3)</b> <b>if 3 4 gone then choose(1,2)</b> <b>1→choose the last one</b>	3 days	
17	<b>Test Alpha related functions</b>	1 day	
18	<b>Test Alpha related functions</b>	1 day	
19	<b>Test Alpha related functions</b>	1 day	
20	<b>Test Alpha related functions</b>	1 day	
21	Optimization of explosion effect: <b>Add Fade behaviour to explosion effect</b>	3 days	
22	<b>Test Alpha related functions</b>	1 day	
23	<b>Test Alpha related functions</b>	1 day	
24	<b>Test Alpha related functions</b>	1 day	
25	<b>Test Alpha related functions</b>	1 day	
26	<b>Test Alpha related functions</b>	1 day	
27	<b>Test Alpha related functions</b>	1 day	

28	Test Alpha related functions	1 day	
29	Test Alpha related functions	2 days	
30	Next level (set eagle more speedy and increase the number of eagle)	2 days	
31	High score (The playing time lower than high score, then replace to save) 	4 days	
32	Final documentation (Presentation and Final Audit)	4 days	

[\_\_\_\_\_/10 marks, BLO-K1, BLO-K3, BLO-S5, MLO-K1, MLO-S5] Project sponsor/client/customer signed/agreed to the scope of the final-release. Cut/Paste clients' email here, or show signed the preceding “scope of final-release” to your marker/lecturer.

- [\_\_\_\_\_/2] Intellectual property (IP) in client agreement;
- [\_\_\_\_\_/3] Evidence of clients priority and ranking of user stories;
- [\_\_\_\_\_/5] Signed and agreed scope.

User stories	Process One (Plan Design and Arts)	Time consumption (Week 1 - 2)	Priority
1	Game story definition	2 days	M
2	Game logic definition	1 days	H
3	Character definition	1 day	H
4	Draft and prototype	2 days	H
5	Art work of stage	2 days	M
6	Art work of character	2 days	M
7	Art work of elements	2 days	L
8	Art work of background and accessories	1 day	L
9	Client communication and Milestone meeting	1 day	

User stories	Process Two (Alpha Version)	Time consumption (Week 3 - 7)	Priority
1	Build title screen	4 days	H
2	Flying cloud	1 day	L
3	Jumping rabbits	1 day	L
4	Moving grass	1 day	L
5	Play button	2 days	H
6	Levels Option screen	1 day	M
7	Round 1 selection	1 day	
8	High score of round 1	2 days	H

9	Main screen	2 days	H
10	Load parameter for different level Number of eagles: 5 Speed of eagles: 450	1 day	M
11	Create eagle	1 day	H
12	Eagles fly to rabbits frequently	1 day	H
13	Eagles catching rabbit	2 day	H
14	Eagles carting rabbit vertically to out of layer	1 day	H
15	Carrots could be dragged, ready for shot	1 day	H
16	Carrots shotting	1 day	H
17	Carrots hit eagle (with explosion effect)	2 days	H
18	Carrots does not hit eagle	2 days	H
19	Rabbit lay out to grass	1 day	L
20	Rabbit caught by eagle on flying	1 day	H
21	Rabbit caught by eagle successfully out of layout	1 day	H
	Rabbit be saved (reset the rabbit)	1 day	H
22	When eagle number reduce to 0 (winner action: again or go next level)	1 day	M
23	When carrot number reduce to 0 (loser action: again)	1 day	M
24	When rabbit number reduce to 0(loser action: again)	1 day	
25	Milestone 2 Client meeting	5 days	

User stories	Process Three (Beta Version)	Time consumption ( Week 8 - 10 )	Priority
1	Test Alpha related functions	1 day	
2	Test Alpha related functions	1 day	
3	Test Alpha related functions	1 day	
4	Test Alpha related functions	1 day	
5	Test Alpha related functions	1 day	
6	Test Alpha related functions	1 day	
7	Back to title	1 day	
8	Test Alpha related functions	1 day	
9	Round 2 selection	1 day	
10	Test Alpha related functions	1 day	
11	High score of round 2	1 day	
12	If locked, in round 2	1 day	
13	Test Alpha related functions	1 day	
14	Particular in level2	3 days	

	<b>Number of eagles: 7</b> <b>Speed of eagles: 600</b>		
15	accompany with sound effect	1 days	
16	Eagles fly to rabbits randomly <b>Case number of rabbits on the stage:</b> <b>4→choose(1,2,3,4)</b> <b>3→ if 1 gone then choose(2,3,4)</b> <b>if 2 gone then choose(1,3,4)</b> <b>if 3 gone then choose(1,2,4)</b> <b>if 4 gone then choose(1,2,3)</b> <b>2→ if 1 2 gone then choose(3,4)</b> <b>if 1 3 gone then choose(2,4)</b> <b>if 1 4 gone then choose(2,3)</b> <b>if 2 3 gone then choose(1,4)</b> <b>if 2 4 gone then choose(1,3)</b> <b>if 3 4 gone then choose(1,2)</b> <b>1→choose the last one</b>	3 days	
17	<b>Test Alpha related functions</b>	1 day	
18	<b>Test Alpha related functions</b>	1 day	
19	<b>Test Alpha related functions</b>	1 day	
20	<b>Test Alpha related functions</b>	1 day	
21	Optimization of explosion effect: <b>Add Fade behaviour to explosion effect</b>	3 days	
22	<b>Test Alpha related functions</b>	1 day	
23	<b>Test Alpha related functions</b>	1 day	
24	<b>Test Alpha related functions</b>	1 day	
25	<b>Test Alpha related functions</b>	1 day	
26	<b>Test Alpha related functions</b>	1 day	
27	<b>Test Alpha related functions</b>	1 day	
28	<b>Test Alpha related functions</b>	1 day	
29	<b>Test Alpha related functions</b>	2 days	
30	<b>Next level (set eagle more speedy and increase the number of eagle)</b>	2 days	
31	<b>High score (The playing time</b>	4 days	

	<div>lower than high score, then replace to save)</div> <div><div><div><div>WebSt...</div><div>Local key</div><div>"leastTime1" exists</div><div>Add action</div></div><div><div>System</div><div>currentRound = 1</div><div>Add action</div></div><div><div>System</div><div>highScoreTxt</div><div>Set leastTime to WebStorage.LocalValue("leastTime1")</div><div>Set text to leastTime@ " second"</div></div></div><div><div><div>WebSt...</div><div>Local key</div><div>"leastTime2" exists</div><div>Add action</div></div><div><div>System</div><div>currentRound = 2</div><div>Add action</div></div><div><div>System</div><div>highScoreTxt</div><div>Set leastTime to WebStorage.LocalValue("leastTime2")</div><div>Set text to leastTime@ " second"</div></div></div><div><div><div>WebSt...</div><div>Local key</div><div>"leastTime3" exists</div><div>Add action</div></div><div><div>System</div><div>currentRound = 3</div><div>Add action</div></div><div><div>System</div><div>highScoreTxt</div><div>Set leastTime to WebStorage.LocalValue("leastTime3")</div><div>Set text to leastTime@ " second"</div></div></div></div>		
32	Final documentation (Presentation and Final Audit)	4 days	

Yu Hong

To: Dillon, Roberto

ICT2 Program Client Communication

26 November 2014 15:37

YH

Dear Sir:

I am sorry that you mentioned the user stories table in our discussion today, so here it is, may I have you comment on the priority column?

Yours Student,  
Hong Yu

W

DOCX

table.docx

Dillon, Roberto



26 November 2014 17:29

DR

To: Yu Hong

RE: ICT2 Program Client Communication

Dear Hong Yu,

Attached is the table with updated priorities.

Cheers,  
Roberto Dillon

---

Assoc. Prof. Roberto Dillon, Ph.D.  
JCU Singapore  
School of Business and IT  
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[See More from Yu Hong](#)



table.doc



Dear Professor Roberto Dillon :

This is the team leader of ICT2 game project "defend the rabbits", Hong Yu 12666452, who may get the confirmation to our project cycle report in

[ /10 marks, BLO-K1, BLO-K3, BLO-S5, MLO-K1, MLO-S5] Project sponsor/client/customer signed/agreed to the scope of the final-release. Cut/Paste clients' email here, or show signed the preceding "scope of final-release" to your marker/lecturer.

- [ /2] Intellectual property (IP) in client agreement;
- [ /3] Evidence of clients priority and ranking of user stories;
- [ /5] Signed and agreed scope.

**Target One:**

Due to last requirement of client confirmation in the Cycle Report, we should claim several statement about the Intellectual property in our project:

In the Defend the Rabbits ICT2 game project, we claimed:

All the arts jobs are designed by Hong Yu using Adobe Photoshop and procreate in the project.

All the technique achievements are implemented by Hong Yu using Scirra Construct 2 in the project.

**Target One:**

Due to last requirement of client confirmation in the Cycle Report, we should claim several statement about the Intellectual property in our project:

In the Defend the Rabbits ICT2 game project, we claimed:

All the arts jobs are designed by Hong Yu using Adobe Photoshop and procreate in the project.

All the technique achievements are implemented by Hong Yu using Scirra Construct 2 in the project.

All the sound tracks are download from Internet with non-profit statement.

All the documents are wrote by Hong Yu and Jananie Illango using Microsoft word and PowerPoint.

Should we have an agreement with you in above details?

**Target Two:**

Should we have your comment and options and priority arrangements on the project?

**Target Three:**

In the last email, we attached our **scope plan** and we should do pleasure have your options and **agreement** on it please.

Thus, it is honour to have your feedback soon.

Best regard  
Yours student,  
Hongyu

ICT 2 program  
Master of Information technology  
James cook University

**Dillon, Roberto**

26 November 2014 12:58

DR

To: Yu Hong

RE: ICT2 Program Client Communication

Dear Hong Yu,

Yes, I agree to all your targets.

Cheers,  
Roberto

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Assoc. Prof. Roberto Dillon, Ph.D.  
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## Reference BIT & MIT course and learning outcomes

BIT course  
& CP3047  
subject  
learning  
outcomes

- SLO-1 Communicate technical information clearly through presentations, demonstrations and documentation;
- SLO-2 Apply appropriate tools and technologies to meet project requirements;
- SLO-3 Develop knowledge of a specific industry standard for project management;
- BLO-K1 - Demonstrate essential knowledge for a career in technology related professions and practice;
- BLO-K2 - Synthesise industry standard and underlying principles and concepts for decision making;

- BLO-K3 - Critically analyse the core professional obligations, values and operations of organisations including sustainability;
- BLO-S2 - Apply critical thinking to address IT related issues;
- BLO-S3 - Convey information clearly and fluently, in high quality written form appropriate for their audience;
- BLO-S4 - Demonstrate effective oral presentation skills for academic and professional audiences;
- BLO-S5 - Demonstrate the ability to work collaboratively;
- BLO-A1 - Apply technical skills, including numeracy, necessary for professional practice;
- BLO-A3 - Identify and act upon, learning opportunities and self-improvements.

- SLO-1 Communicate technical information clearly through presentations, demonstrations and documentation;
- SLO-2 Apply appropriate tools and technologies to meet project requirements;
- SLO-3 Develop knowledge of a specific industry standard for project management;

**MIT course  
& CP5047  
subject  
learning  
outcomes**

- MLO-K1 - Critically analyse to select appropriate tools and technologies to meet project requirements;
- MLO-K2 - Evaluate industry standard contexts for project management approaches;
- MLO-S4 - Apply lateral and original thinking to conceptualise and evaluate a range of solutions to relevant problems;
- MLO-S5 - Communicate technical information clearly through presentations, demonstrations and documentation;
- MLO-A1 - Apply appropriate tools and technologies to meet project managements;
- MLO-A3 - Critically reflect on progress to tailor self-learning goals to advance professional development.