Avoiding key problems

• The group falling behind without noticing

* We will have regular meetings where we will talk about each other’s progress and what we need to do to be more efficient in terms of time taken to do specific tasks. If we fall behind in a task due to difficulty, we will assign another group member to the same task to speed the process up. We will use strict deadlines to ensure all work is done in time for us to complete the project and if there are problems with tasks not being completed, we will have a record of what hasn’t been done, and of who was assigned to it. Team members must learn basic features of the software that we will use during the project (Unity, Github etc).

• Everyone interpreting an agreement in a different way.

* All agreements made about how we will design and implement the project will be written in the most detailed way. These guidelines must be followed exactly to prevent problems. If group members have questions about an agreement previously made, they can use one of our meetings our Microsoft teams to discuss with the rest of the group.

• Not having a demonstrable system by the deadline.

* Features implemented must be tested thoroughly by more than one member of the team. When implementing a major part, we will save the previous working version in case the added data breaks the program. This way if we choose to add something complex before the deadline or we have fallen behind due to difficulty of implementation, we have a working application to fall back on for demonstration.