CSC2058 Peer Assessment 1: Back from the Brink

This Assessment Document is intended to provide you and your assessor with an overview of each group member's involvement delivery of the CSC2058 Project.

Each group should complete one Assessment Document and its content must be agreed by all group members. The completed form should be included at the start of your group's PDF report. ***Don't forget to fill in the Group Number.***

There are two main parts to the Assessment Document – the Evaluation and the Declaration. Both parts must be completed – otherwise your group's report will not be marked. Arrange a group meeting to discuss the evaluation, and see the note below!

Evaluation	Group Number: 40			
Name	Contribution to team-working and motivation[1]	Contribution to PDF Report 1 [1,2]	Contribution to Interim Demo[1,2]	**Peer Score** (Range 85 – 115)
Daniel Mason	5	5	5	115
Niamh McLarnon	5	5	3	114
Omar Ahmed Bashah	4	4	1	105
Charlotte Bisp	3	3	1	95
Craig Mulligan	2	2	1	90
Michael Kennedy	2	2	1	90

[1]Values for contribution: 1 = Minimal Contribution; 2 = Reasonable Contribution; 3 = Good Contribution; 4 = Very Good Contribution; 5 = Excellent Contribution

[2]This value should consider contributions in the round – direct contributions to required deliverables, and contributions that have made the deliverables possible.

Declaration

"I declare that I have read the Queen's University regulations on plagiarism, and that any contribution I have made to the attached submission is my own original work, except for any elements that I have clearly attributed to third parties. I understand that this submission will be subject to an electronic test for plagiarism and will also be subject to the University's regulations concerning late submission if it is received after the deadline."

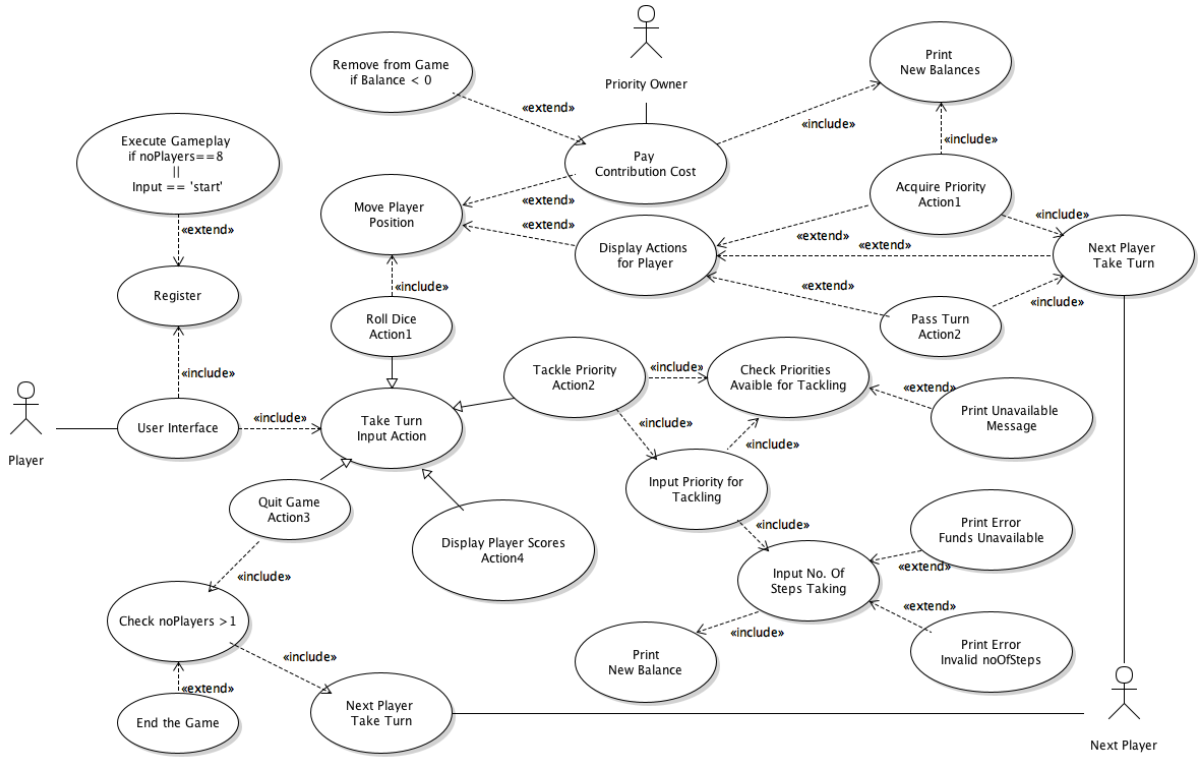
Name	Date	Confirmation *(use the words shown in the example below!)*
Daniel Mason	06/12/2020	I agree to the terms of the declaration
Niamh McLarnon	06/12/2020	I agree to the terms of the declaration
Omar Ahmed Bashah	07/12/2020	I agree to the terms of the declaration
Charlotte Bisp	07/12/2020	I agree to the terms of the declaration
Craig Mulligan	07/12/2020	I agree to the terms of the declaration
Michael Kennedy	07/12/2020	I agree to the terms of the declaration

PDF Report Group 40 The Problem and the Early Solution

Use Case Requirements Specification and Planning

1.1 Use case diagrams

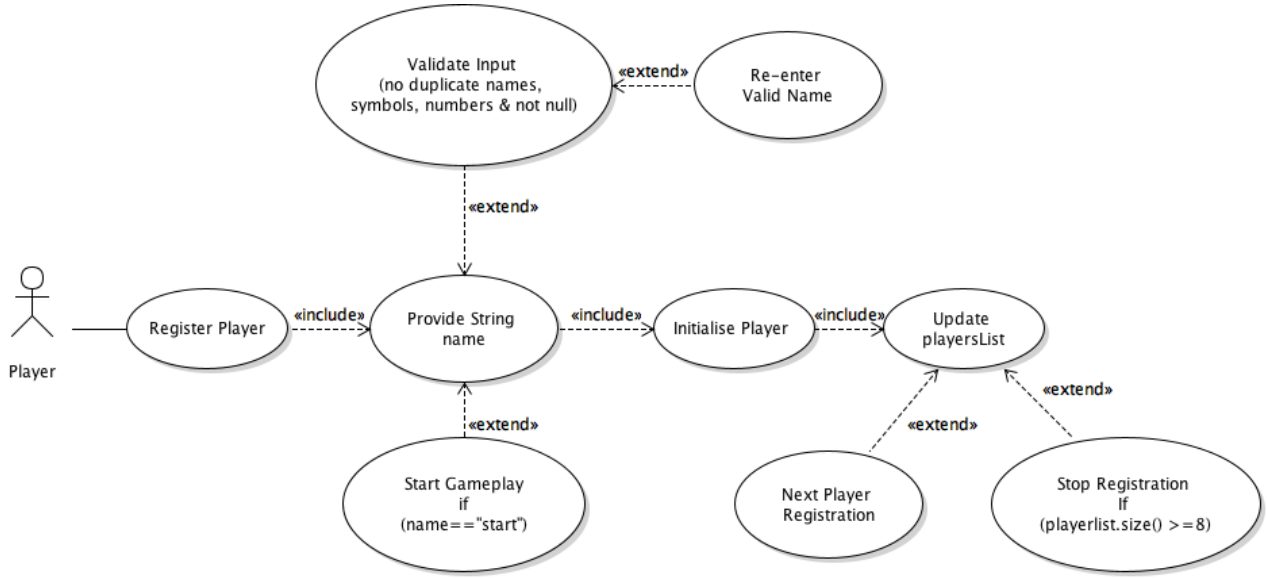
System Overview Use-Case [D.M.; N.M.] Peer Reviewed [O.B.]



[N.M.; D.M.]

Flow of Events for the Overall System use-case	
Objective	To register players and run the game until there is a winner
Precondition	The program must be run
Main Flows	1. The player registration starts as system is launched 2. The players take turns 3. The players perform actions on squares 4. The players are eliminated when balance reaches zero 5. The players are eliminated till there is only one 6. The program ends
Alternative Flows	At 2, the players may select to quit. In this case, the game will be closer to ending.
Post- Condition	A winner must be displayed

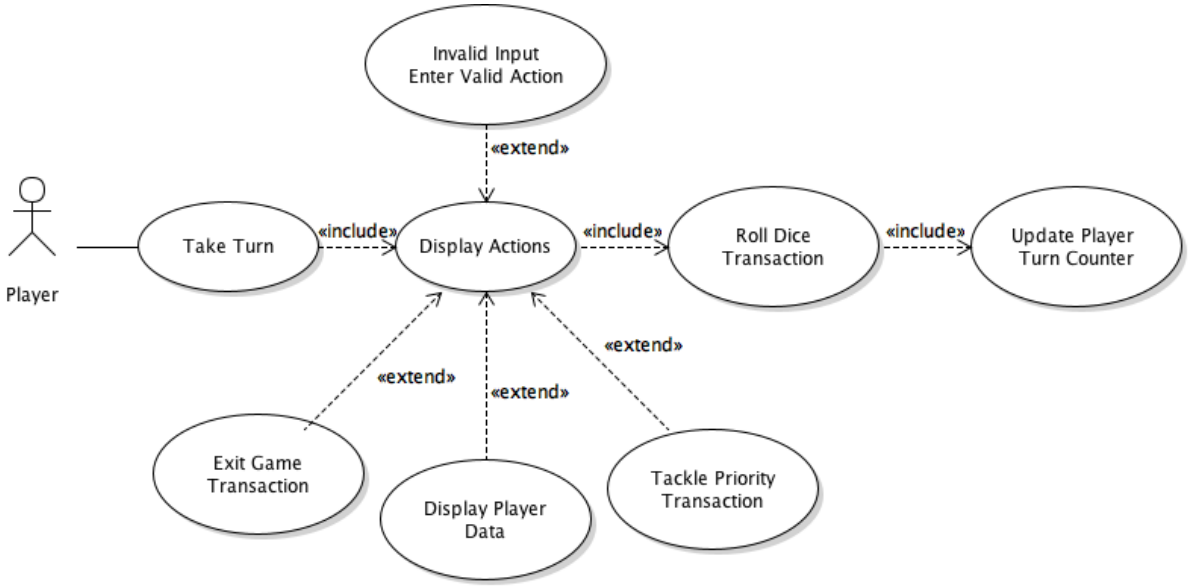
Register Player Use-Case [D.M.] Peer Reviewed [O.B.]



[N.M.]

Flow of Events for the Register Player use-case	
Objective	To register a new player in the game data
Precondition	The number of players already registered must not exceed 8
Main Flows	1. The player registration starts as system is launched 2. The player is asked to provide name 3. The player enters a name 4. The player is initialised as a Player object 5. The player list is updated 6. The next player starts registration
Alternative Flows	At 3, the player may enter a name that is invalid. In this case the player will be asked to enter re-enter a valid name. At 3, the player enters “start” as a name the registration will cancel and gameplay will start. At 5, there may already be the maximum number of players already registered in the game. In this case the registration is stopped. At 6, the player list reaches 8, the maximum amount, in this case the gameplay will start.
Post- Condition	The player is registered to the game and the number of players is updated

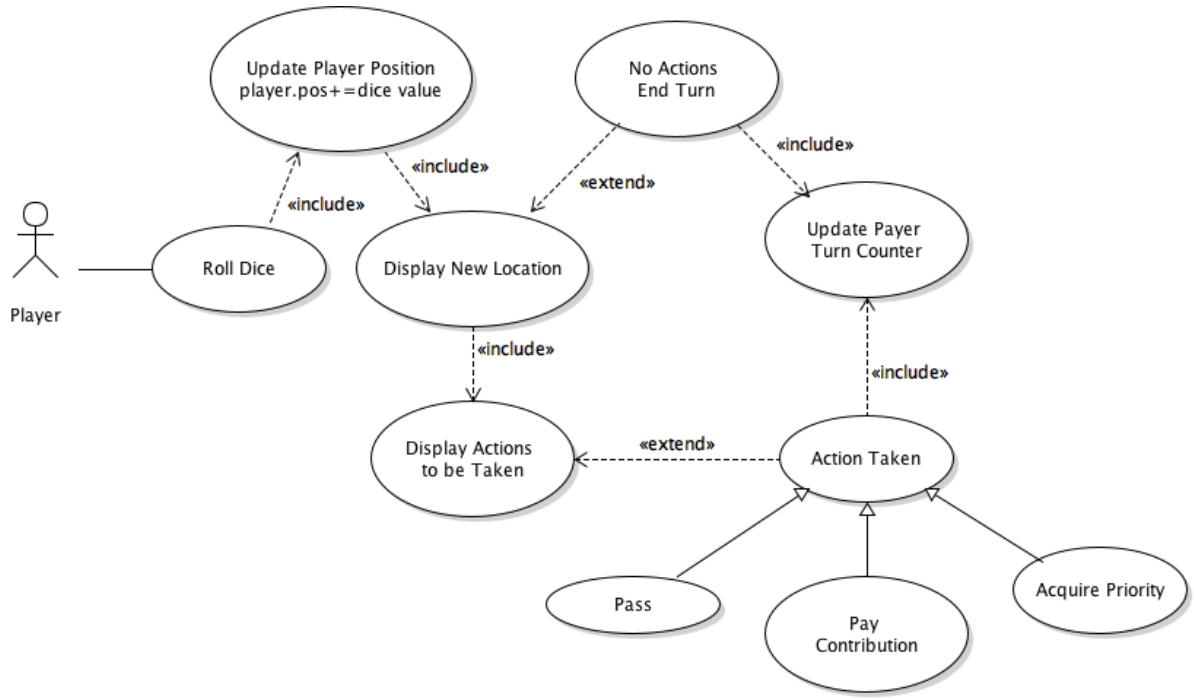
Take Turn Use-Case [D.M.; N.M.] Peer Reviewed [O.B.]



[N.M.; D.M.]

Flow of Events for the Take Turn use-case	
Objective	For the player to be able to take their turn when it is their go in the game
Precondition	It must be the player's turn within the game's turn counter
Main Flows	1. The game displays actions that the player can take. 2. The player selects the action/actions they wish to take during their turn 3. The player 'rolls the dice' and ends their turn
Alternative Flows	At 2, the player enters and invalid choice. In this case they will have to re-enter a new choice until it is valid
Post- Condition	The player has taken their turn and the player turn counter is updated

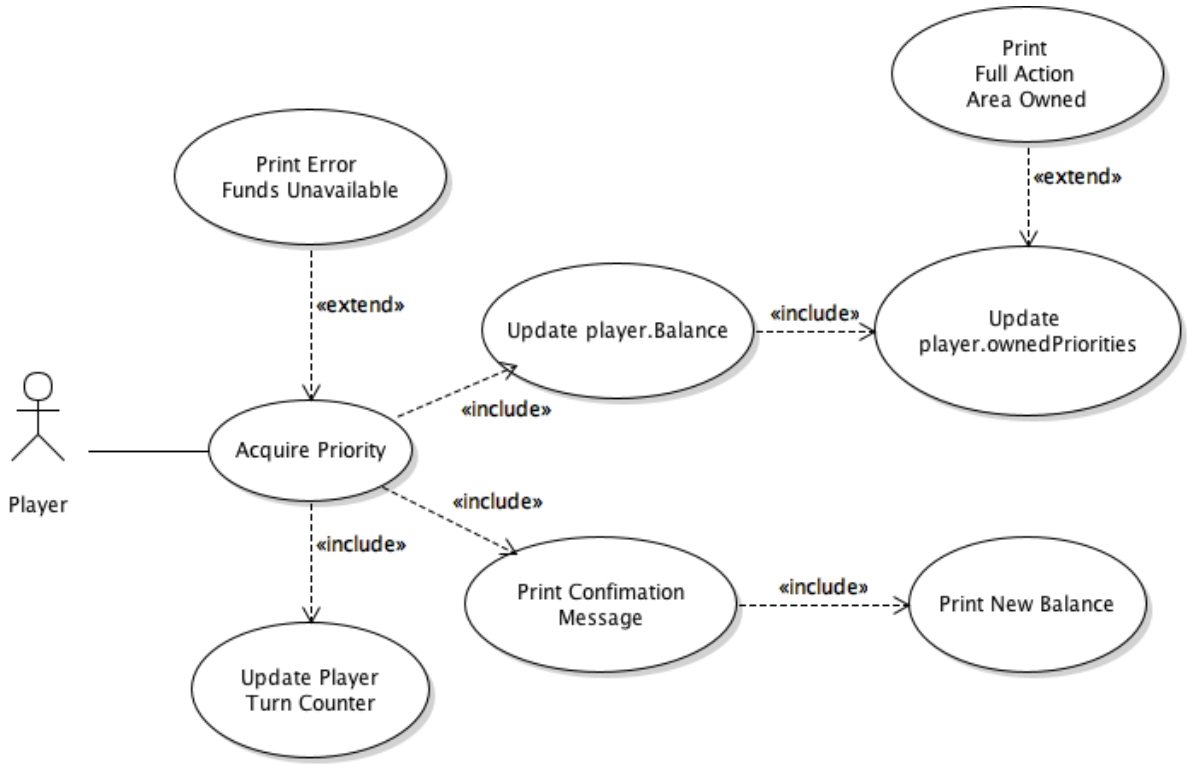
Roll Dice Use-Case [D.M.] Peer Reviewed [O.B.]



[N.M.] Peer Reviewed [O.B.]

Flow of Events for the Roll Dice use-case	
Objective	For the player to roll the dice to move to their next position
Precondition	It must be the players turn for them to be able to roll the dice
Main Flows	1. The player selects to roll the dice 2. The dice produces a number to show the player how many locations on the board they will move 3. The player's position is updated 4. The board game displays the location 5. The game displays actions to be taken. 6. The player selects the action to be taken
Alternative Flows	At 4, the player has landed at a square with no actions. In this case main flow 6 is skipped
Post- Condition	The player turn counter is updated and the next player's turn begins

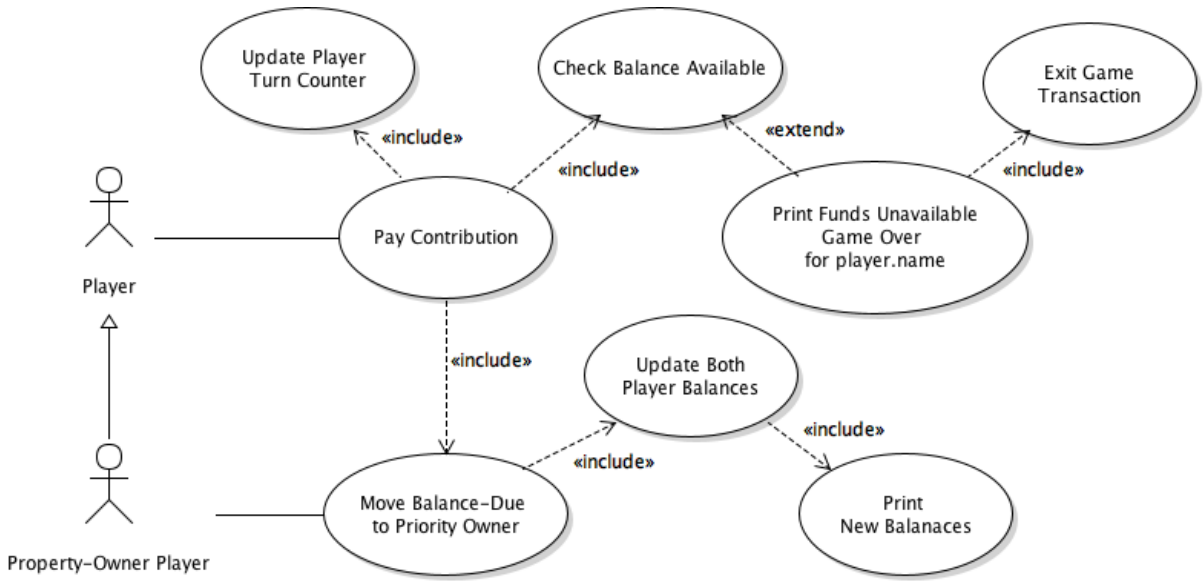
Acquire Priority Use-Case [D.M.] Peer Reviewed [O.B.]



[N.M.]

Flow of Events for the Acquire Priority use-case	
Objective	To acquire an already existing priority within the game
Precondition	This priority must be unowned
Main Flows	1. The player lands on priority 2. The player wants to acquire priority 3. The player purchases the priority 4. The player's balance is updated 5. The player priority list is updated
Alternative Flows	At 2, the player may not have enough funds. In this case this player is unable to acquire the property. At 5, the player has acquired a full action area. In this case, the player will be notified and allowed to tackle it.
Post- Condition	The priority is acquired and players that now land on it owe a contribution

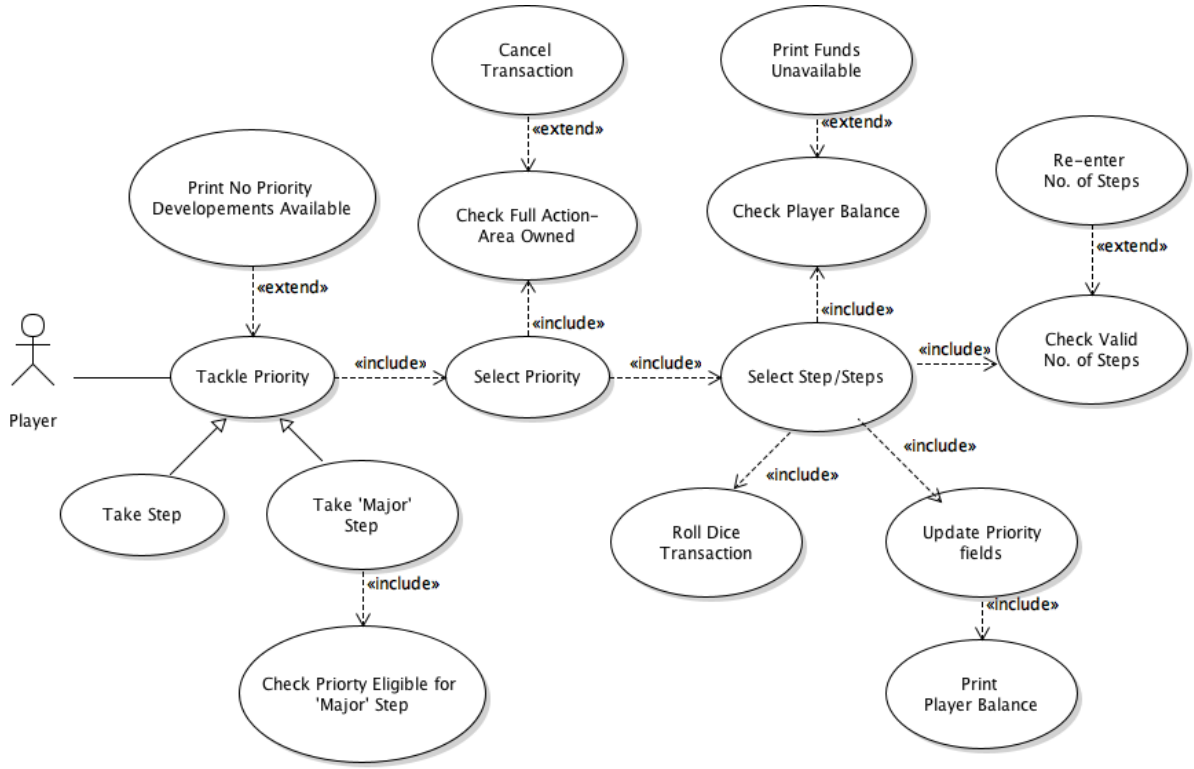
Contribution Use-Case [D.M.] Peer Reviewed [O.B.]



[N.M.]

Flow of Events for the Contribution Transaction use-case	
Objective	The player must pay the contribution
Precondition	The player must have landed on an already owned priority by another player-property owned player
Main Flows	1. The player lands on a priority 2. The player pays the contribution 3. The player's contribution is transferred to the Priority Owner. 4. The balance of the player and the priority owner are updated
Alternative Flows	At 2, the player may not have sufficient funds. The player will be removed from the game
Post- Condition	The contribution is paid

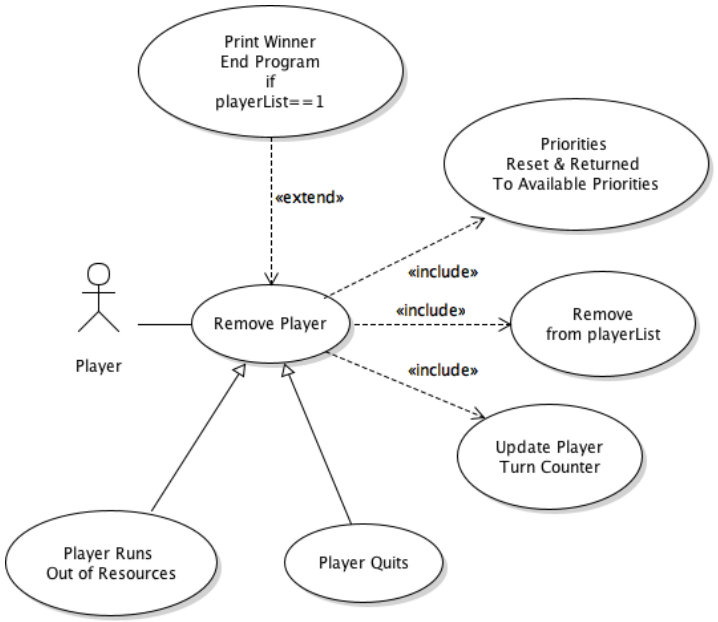
Tackle Priority Use-Case [D.M.] Peer Reviewed [O.B.]



[N.M.]

Flow of Events for the Tackle Priority Transaction use-case	
Objective	To develop priority
Precondition	The player must own the entire action area which the priority they want to update is included in
Main Flows	1. The player chooses to tackle priority 2. The player selects priority 3. The player selects how many steps 4. The priority is updated
Alternative Flows	At 1, there is no priority developments available. In this case, the game will print no priorities available. At 2, the player may not fully own the action area. In this case the transaction is cancelled At 3, the player may have insufficient funds to tackle the priority. In this case the player is unable to tackle the priority and main flow 4 is skipped.
Post- Condition	The priority is updated

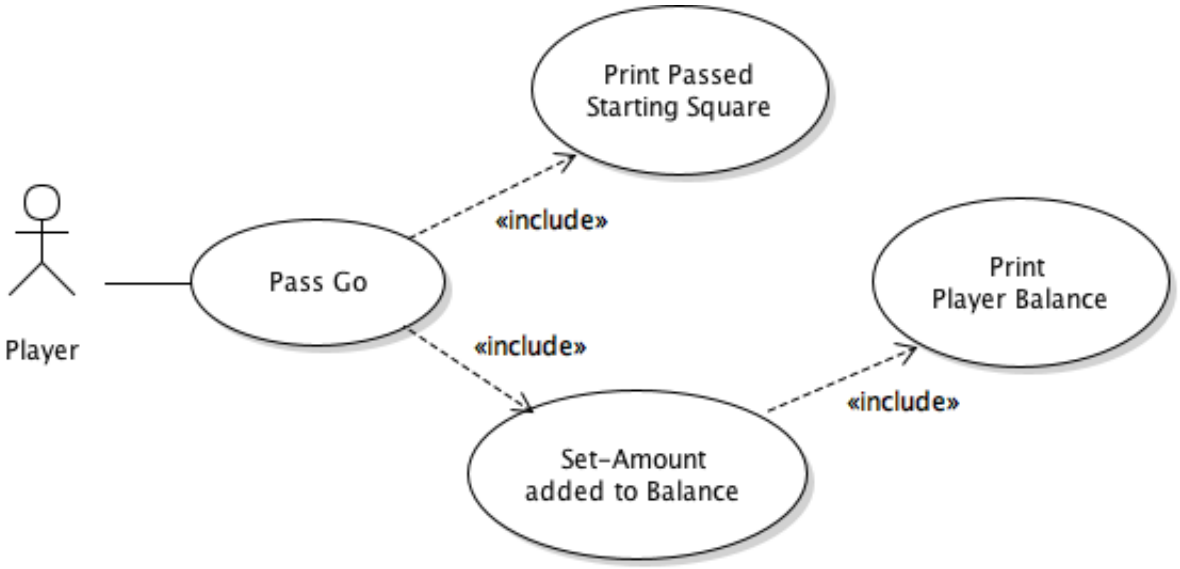
Remove Player Use-Case [D.M; N.M.] Peer Reviewed [O.B.]



[N.M.; D.M.]

Flow of Events for the Remove Player use-case	
Objective	To remove player from the board game
Precondition	It must be the players turn
Main Flows	1. The player has selected to remove player 2. The removed player's priorities are reset and returned 3. The player list is updated
Alternative Flows	At 2, the player may have no priorities owned. In this case there may be no priorities to be reset. At 3, the player list may now only contain one player. In this case the game will end.
Post- Condition	The player is removed, and the total player amount is decreased.

Pass Go Use-Case [D.M.]



[N.M.]

Flow of Events for the Pass Go Transaction use-case	
Objective	To pass starting position of the board
Precondition	It must be the players turn
Main Flows	1. The player lands on or passes go (start square) 2. The player is notified they passed the starting square 3. The set amount is added to the player's balance 4. The player's new balance is printed
Alternative Flows	
Post- Condition	The player passes go

1.2 Gantt chart

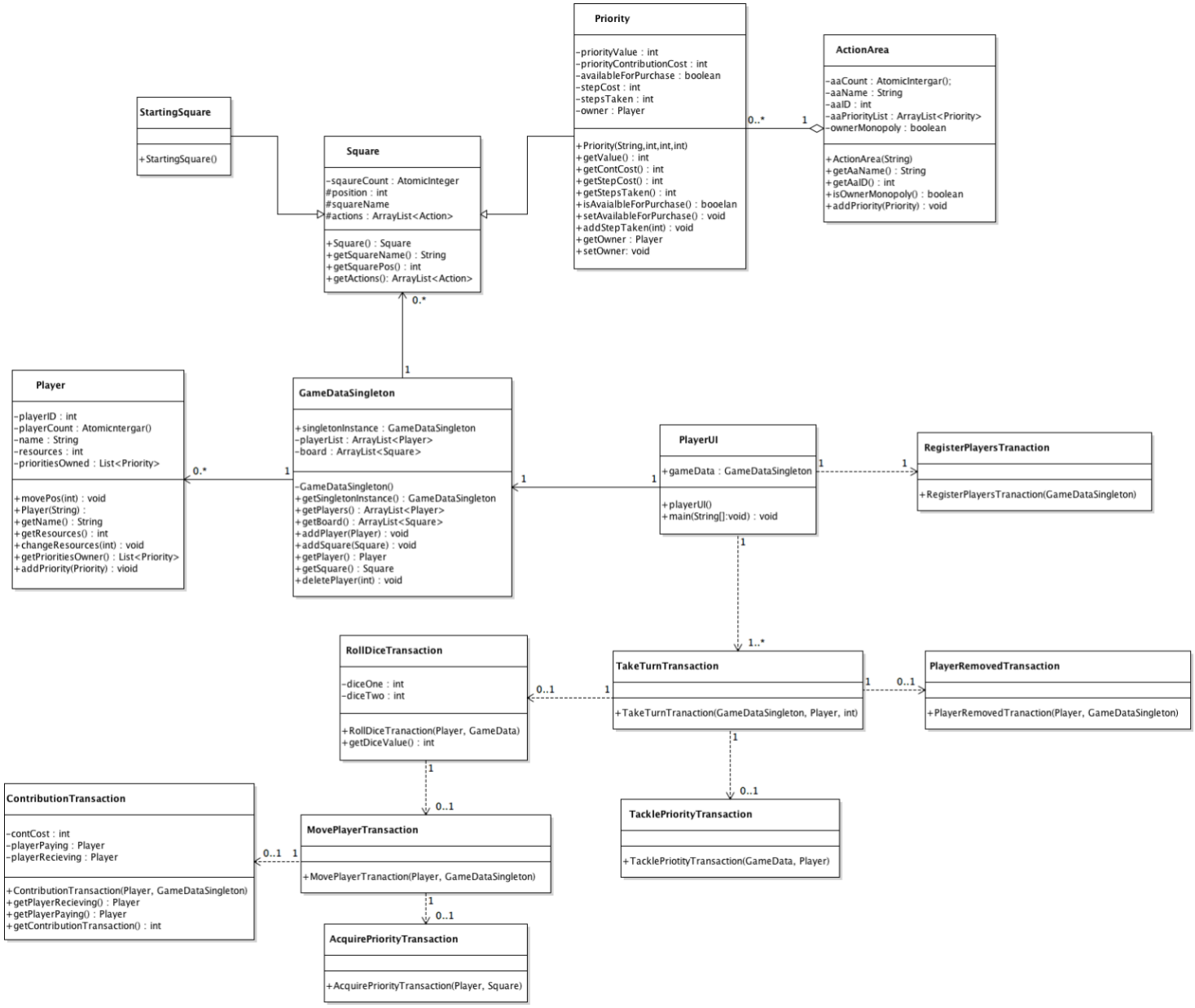
[N.M.]

	Task Name	Semester 1									Semester 2										
		05-Oct	12-Oct	19-Oct	26-Oct	02-Nov	09-Nov	16-Nov	23-Nov	30-Nov	11-Jan	18-Jan	25-Jan	01-Feb	08-Feb	15-Feb	22-Feb	01-Mar	08-Mar	15-Mar	22-Mar
		Wk3	Wk4	Wk5	Wk6	Wk7	Wk8	Wk9	Wk10	Wk11	Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7	Wk8	Wk9	Wk10	Wk11
1	**Back From the Brink**																				
2	**The Problem and the Early Solution**																				
3	**Use Case Requirements Specification and Planning**																				
4	Gantt Chart																				
5	Use Case Diagram																				
6	Use Case Decsription																				
7	**System Analysis**																				
8	Class Diagram																				
9	Use Case Realisation																				
10	Draft Game Layout																				
11	**Interim Demo**																				
12	**Peer Assessment**																				
13	Problem & Early Solution																				
14	**PDF Report**																				
15	**The System, the Final PDF Report, and the Process**																				
16	**The Working System**																				
17	Basic Functionality																				
18	Value Added Features																				
19	**Design Documentation**																				
20	Text User Interface																				
21	Class Relationship Model &Sequence Diagrams																				
22	Final Game Layout																				
23	**Implementations related documentations**																				
24	A Test Plan																				
25	**Adherence to Process**																				
26	**Peer Assessment**																				
27	System																				
28	Final PDF Report																				
29	Process																				

System Analysis

1.3 Class diagram

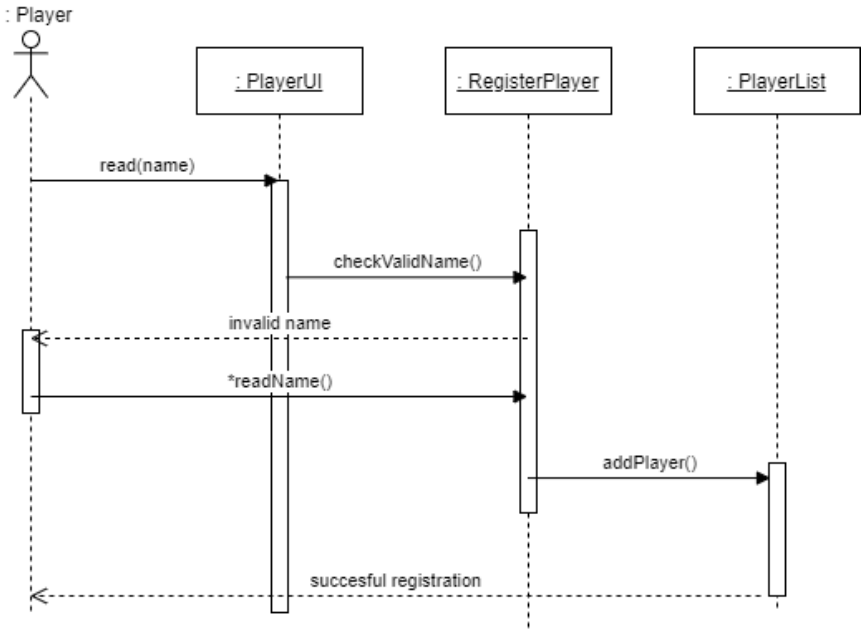
[D.M.; M.K.]



1.4 Use case realisations

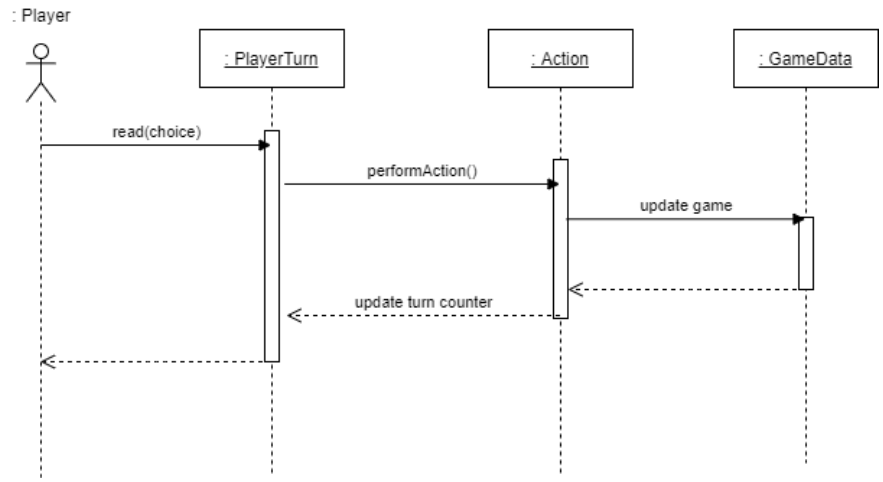
Register Player Use Case Realisation [D.M; N.M.]

- This describes the interaction among the player and the objects involved in registering them as a Player



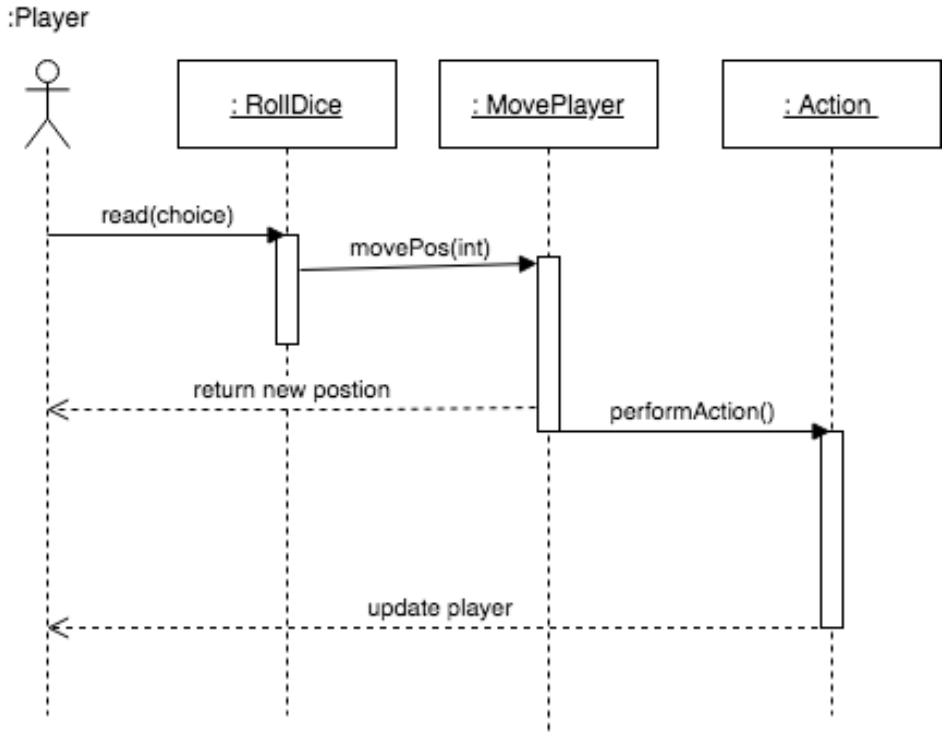
Take Turn Use Case Realisation [D.M; N.M.]

- This describes the interaction between the player and the objects involved in taking their turn



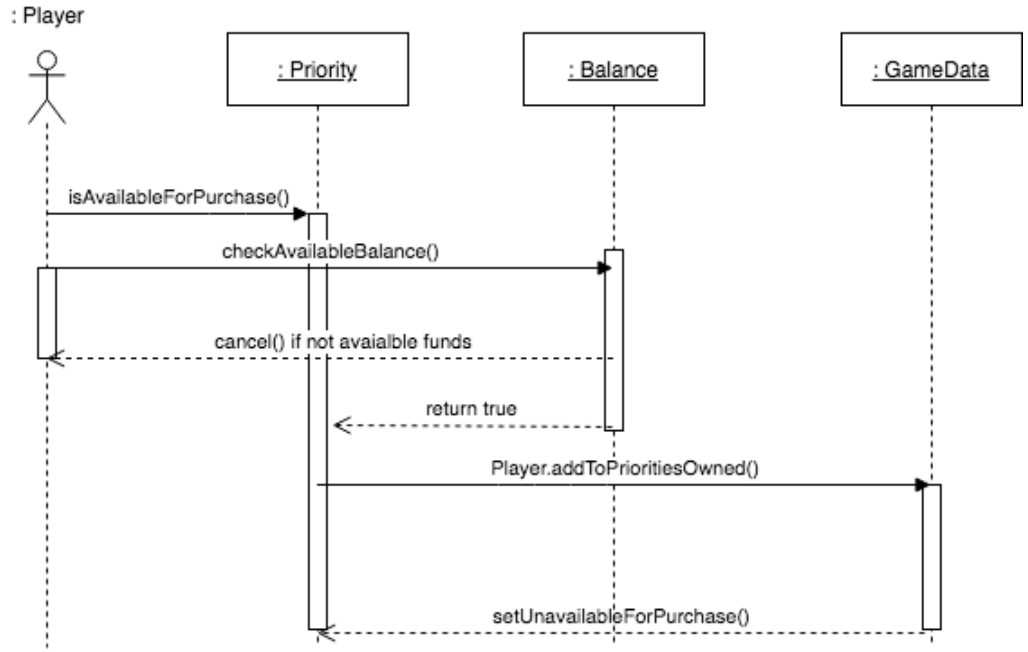
Roll Dice Use Case Realisation [D.M; N.M.]

- This describes the interactions between the player and the Action of rolling the dice



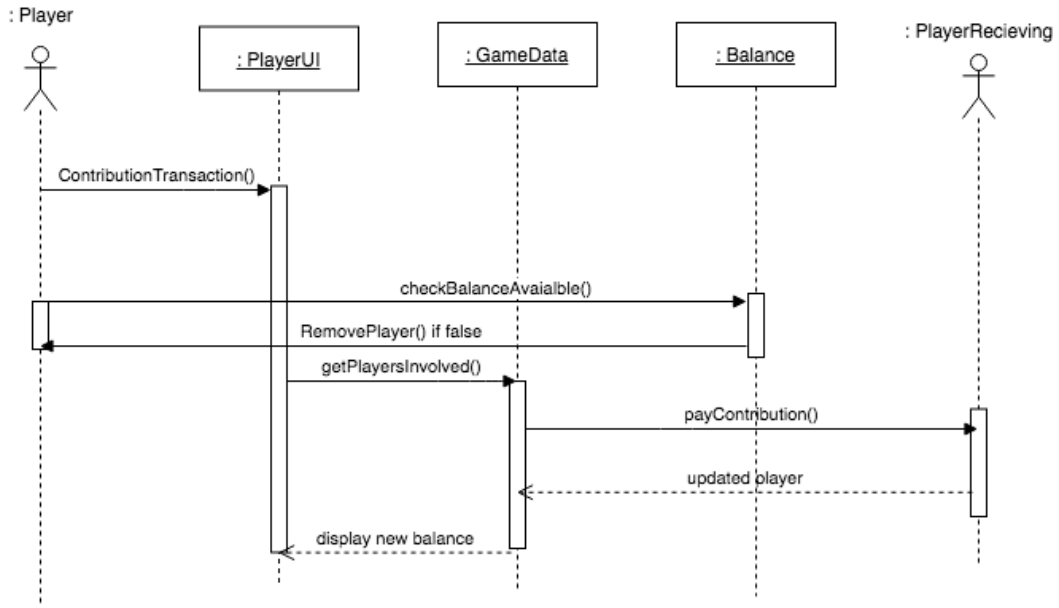
Acquire Priority Use Case Realisation [D.M; N.M.]

- This describes the interactions between the player and objects involved in acquiring a priority for the player



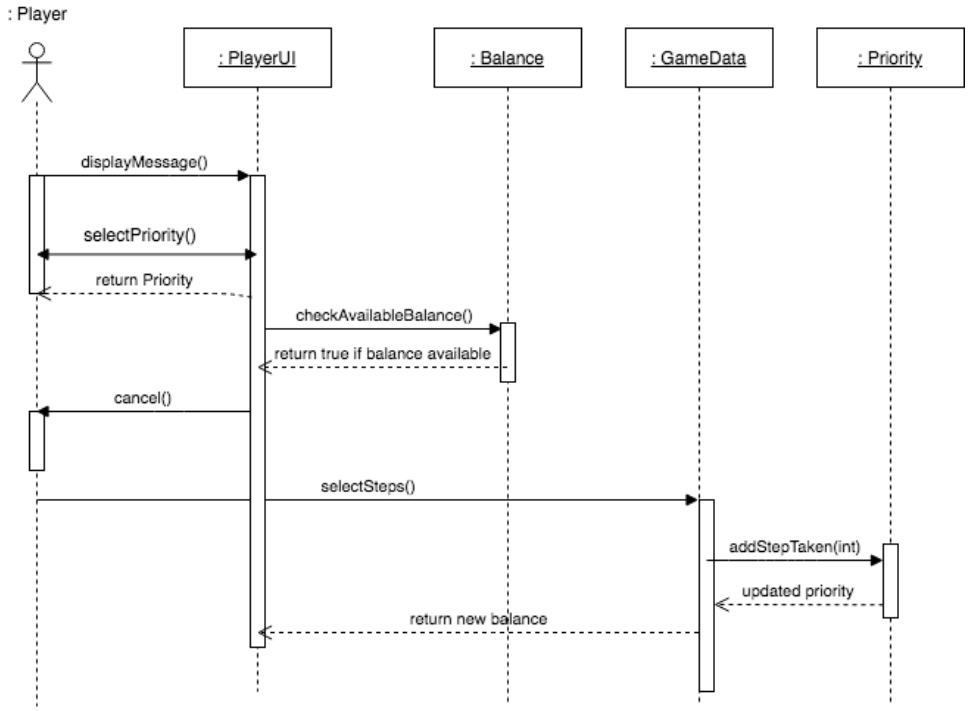
Contribution Use Case Realisation [D.M; N.M.]

- This describes the interactions between the player, the priority, and the priority owner when the player lands on a owned square



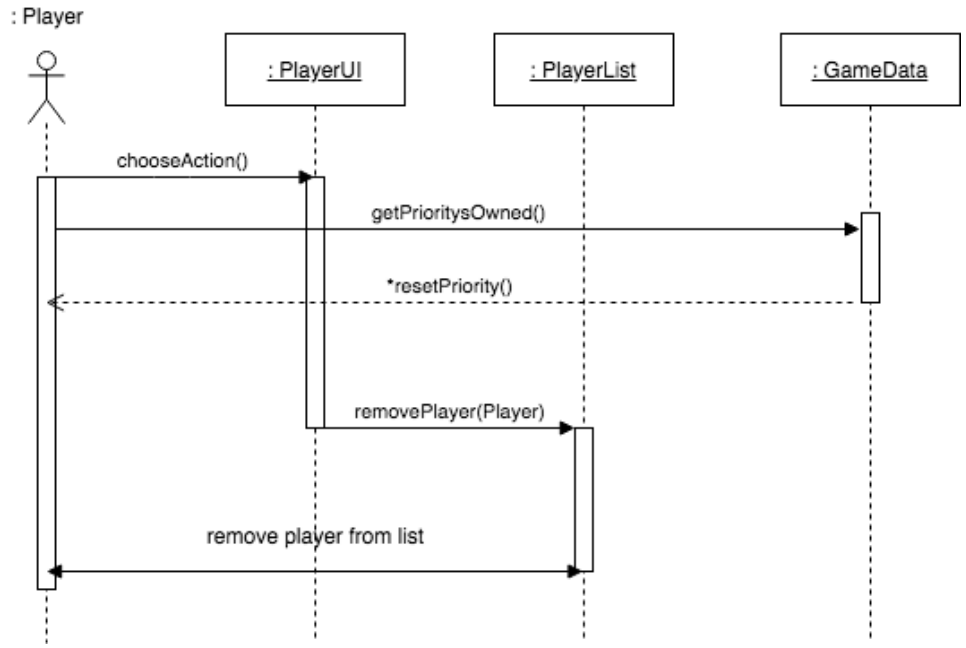
Tackle Priority Use Case Realisation [D.M; N.M.]

- This describes the interactions between the player and the game objects when addressing/tackling a priority



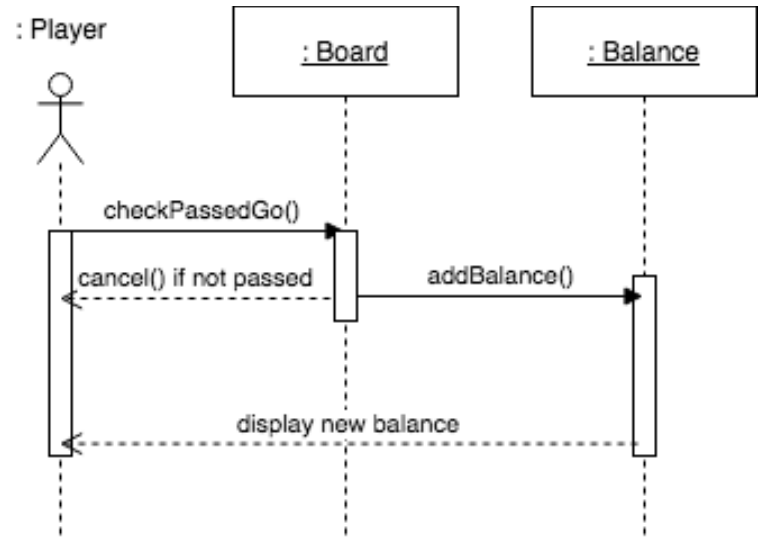
Remove Player Use Case Realisation [D.M; N.M.]

- This describes the interactions between objects when a player is removed from the game for leaving or running out of resources



Pass Go Use Case Realisation [D.M; N.M.]

- This describes the interactions between the payer, board and balance when a player circles the whole board



1.5 Draft game layout

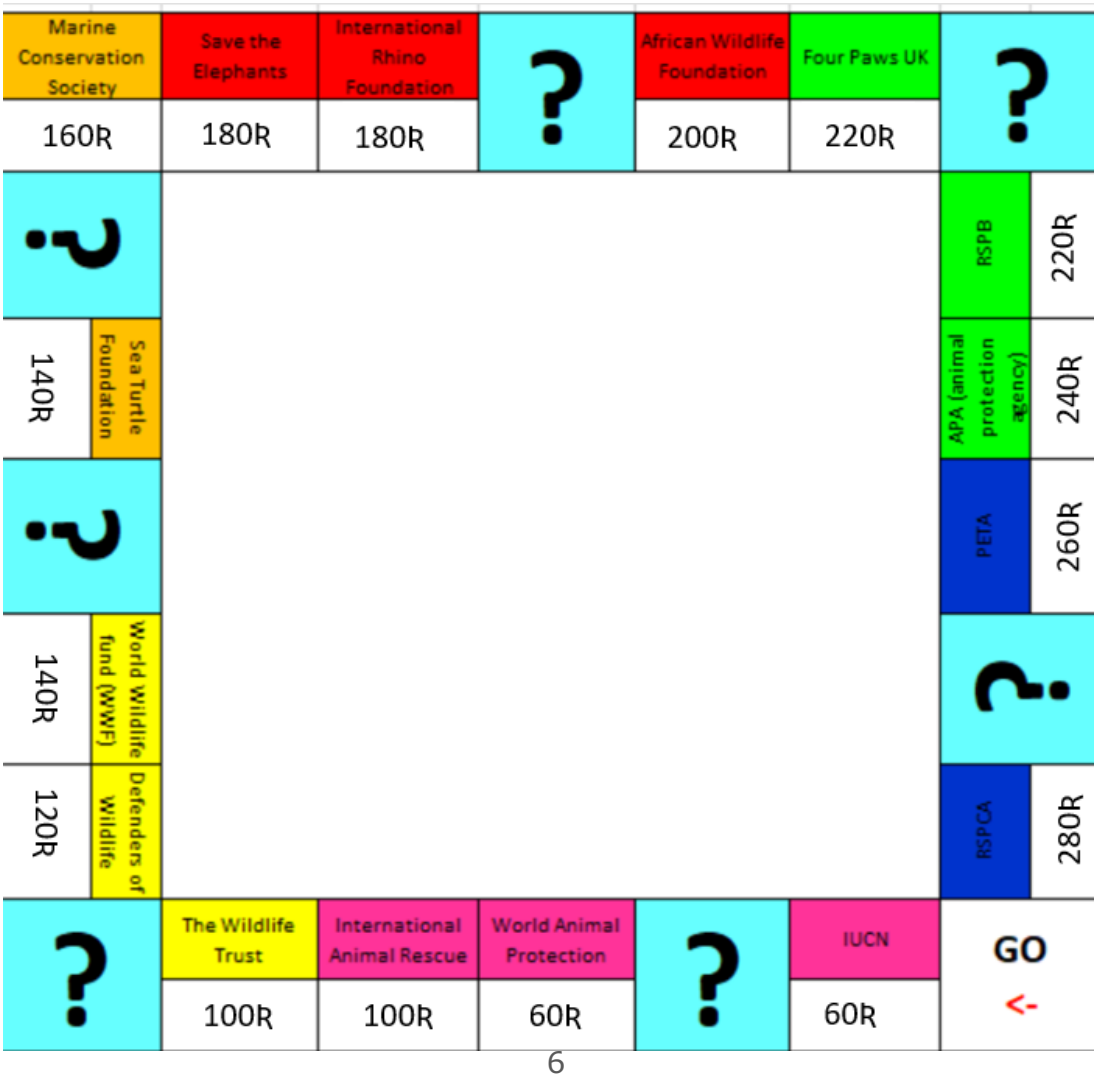
Action Areas

[C.B.,N.M]

Animal Organisations Area	Wildlife Organisations	Aquatic Conservation Area
(2) IUCN	(6) The Wildlife Trust	(11) Sea turtle foundation
(4) World Animal Protection	(8) Defenders of wildlife	(13) Marine conservation society
(5) International Animal rescue	(9) World Wildlife fund (WWF)	

Safari Conservation Area	Domestic Pets Conservation Area	Animal Protection Area
(14) Save the elephants	(18) Four Paws UK	(22) PETA
(15) International Rhino foundation	(20) RSPB	(24) RSPCA
(17) African wildlife foundation	(21) APA (animal protection agency)	

Note: ? represent 'Added-Value Feature' Squares



Square 1 **Pass go**	**Square 2** **Colour Pink** **“IUCN”**	**Square 3** **Resource Sq.**	**Square 4** **Colour Pink** **“WAP”**	**Square 5** **Colour Pink** **“IAR”**	**Square 6** **Colour Yellow** **“Wildlife Trust”**
Collect 200 R	Purchase cost 60R Step Cost 30R Contribution Costs: 2R 1Step(10R), 2Step(30R) 3Step(90R) Maj Step cost 250R	Collect 10R	Purchase cost 60R Step Cost 30R Contribution Costs: 4R 1Step(20R), 2Step(60R), 3Step(180R) Maj Step cost 450R	Purchase cost 100R Step Cost 50R Contribution Costs: 6R 1Step(30R), 2Step(90R), 3Step(270R) Maj Step cost 550R	Purchase cost 100R Step Cost 50R Contribution Costs: 6R 1Step(30R), 2Step(90R), 3Step(270R) Maj Step cost 550R

Square 7 Resource Sq.	Square 8 Colour Yellow “DoW”	Square 9 Colour Yellow “WWF”	Square 10 Resource Sq.	Square 11 Colour Orange “Sea Turtle F”	Square 12 Resource Sq.
Collect 50R	Purchase cost 120R Step Cost 60R Contribution Costs: 8R 1Step(40R), 2Step(100R), 3Step(3000R) Maj Step cost 600R	Purchase cost 140R Step Cost 70R Contribution Costs: 10R 1Step(50R), 2Step(150R), 3Step(450R) Maj Step cost 750R	Collect 100R	Purchase cost 140R Step Cost 70R Contribution Costs: 10R 1Step(50R), 2Step(150R), 3Step(4500R) Maj Step cost 750R	Collect 170R

Square 13 Colour Orange "Marine"	Square 14 Colour Red "Elephants"	Square 15 Colour Red "Rhino"	Square 16 Resource Sq.	Square 17 Colour Red "AWF"	Square 18 Colour Green "Four Paws"
Purchase cost 160R Step Cost 80R Contribution Costs: 12R 1Step(60R), 2Step(180R), 3Step(500R) Maj Step cost 900R	Purchase cost 180R Step Cost 90R Contribution Costs: 14R 1Step(70R), 2Step(200R), 3Step(550R) Maj Step cost 950R	Purchase cost 180R Step Cost 90R Contribution Costs: 14R 1Step(70R), 2Step(200R), 3Step(550R) Maj Step cost 950R	Collect 200R	Purchase cost 200R Step Cost 100R Contribution Costs: 16R 1Step(80R), 2Step(220R), 3Step(600R) Maj Step cost 1000R	Purchase cost 220R Step Cost 110R Contribution Costs: 18R 1Step(90R), 2Step(250R), 3Step(700R) Maj Step cost 1050R

Square 19 Resource Sq.	Square 20 Colour Green "RSPB"	Square 21 Colour Green "APA"	Square 22 Colour Blue "PETA"	Square 23 Resource Sq.	Square 24 Colour Blue "RSPCA"
Collect 250R	Purchase cost 220R Step Cost 120R Contribution Costs: 18R 1Step(90R), 2Step(250R), 3Step(700R) Maj Step cost 1050R	Purchase cost 240R Step Cost 120R Contribution Costs: 20R 1Step(100R), 2Step(300R), 3Step(750R) Maj Step cost 1100R	Purchase cost 260R Step Cost 130R Contribution Costs: 22R 1Step(110R), 2Step(330R), 3Step(800R) Maj Step cost 1150R	Collect 300R	Purchase cost 280R Step Cost 140R Contribution Costs: 24R 1Step(120R), 2Step(360R), 3Step(850R) Maj Step cost 1200R

Appendix

Minutes for CSC2058 Project: 20 Minutes **Week commencing:** 12/10/2020

Date of this minute: 13/10/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Introduction
- Strengths & Weaknesses

Name (Niamh):

- Introduction
- Strengths & Weaknesses

Name (Craig):

- Introduction
- Strengths & Weaknesses

Name (Michael):

- Introduction
- Strengths & Weaknesses

Name (Omar):

- Introduction
- Strengths & Weaknesses

Name (Charlotte):

- Introduction
- Strengths & Weaknesses

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (Daniel):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Name (Niamh):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Name (Craig):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Name (Michael):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Name (Omar):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Name (Charlotte):

- Read Project Requirements
- Look at Week 1-3 module notes
- Read Activity Plan

Minutes for CSC2058 Project: 25 Minutes **Week commencing:** 19/10/2020

Date of this minute: 22/10/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Created 1st Draft Use Case Diagrams
- Started Code

Name (Niamh):

- Created 1st Draft Gantt Chart

Name (Craig):

- Read Project Requirements & informed group of deliverables

Name (Michael):

- Created 1st Draft of Class Diagram

Name (Omar):

- Read Project Requirements & looked at full module notes and recommended texts to date

Name (Charlotte):

- Organised team meeting

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (Daniel):

- Review weeks deliverables from other team members & prepare feedback
- Develop Code

Name (Niamh):

- Review weeks deliverables from other team members & prepare feedback
- Create initial Use Case Descriptions deliverable

Name (Craig):

- Review weeks deliverables from other team members & prepare feedback
- Assist with code

Name (Michael):

- Review weeks deliverables from other team members & prepare feedback
- Continue to work on Class diagram

Name (Omar):

- Review weeks deliverables from other team members & prepare feedback
- Install IDE and learn Java code

Name (Charlotte):

- Review weeks deliverables from other team members & prepare feedback
- Assist with tasks

Minutes for CSC2058 Project: 25 Minutes

Week commencing: 26/10/2020

Date of this minute: 26/10/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Contacted Queens to get GitLab repository given to team
- Committed files to Gitlab
- Worked on code
- Corrected Use Case Diagrams

Name (Niamh):

- Committed files to Gitlab
- Began 1st Draft of Use Case Descriptions deliverables

Name (Craig):

- Assisted with code
- Helped organise GitLab repository

Name (Michael):

- Worked on Class Diagram Deliverable

Name (Omar):

- Provided feedback/corrections for others deliverables and his java progress

Name (Charlotte):

- Organised team meeting
- Provided feedback/corrections for others deliverables

Actions Planned (Briefly list the actions required of each team member for the next week.)

READING WEEK

Minutes for CSC2058 Project: 20 Minutes **Week commencing:** 09/11/2020

Date of this minute: 09/11/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Worked on code
- Committed Weekly Team Minutes Documents
- Organised google meet to screen share code

Name (Niamh):

- Worked on Use Case Descriptions

Name (Craig):

- Gave feedback on code

Name (Michael):

- Looked over use case specification

Name (Omar):

- Provided feedback on project deliverables

Name (Charlotte):

- Organised team meeting

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (Daniel):

- Finalise Use Case Diagrams
- Complete functioning code

Name (Niamh):

- Finalise Use Case Descriptions

Name (Craig):

- Review weeks deliverables from other team members & prepare feedback

Name (Michael):

- Review weeks deliverables from other team members & prepare feedback

Name (Omar):

- Review weeks deliverables from other team members & prepare feedback

Name (Charlotte):

- Review weeks deliverables from other team members & prepare feedback

Minutes for CSC2058 Project: 20 Minutes **Week commencing:** 16/11/2020

Date of this minute: 16/11/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Worked on code

Name (Niamh):

- Worked on Gantt Chart

Name (Craig):

- Worked on use case realisations

Name (Michael):

- Gave feedback on deliverables

Name (Omar):

- Corrected Use Case Diagrams

Name (Charlotte):

- Created 1st draft game layout

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (Daniel):

- Finalise code

Name (Niamh):

- Finalise Use Case Descriptions & Gantt Chart

Name (Craig):

- Create 1st draft Use Case Realisation

Name (Michael):

- Review weeks deliverables from other team members & prepare feedback

Name (Omar):

- Finalise Use Case Diagrams
- Create 1st Draft PDF report

Name (Charlotte):

- Finalise 1st Draft Game layout

Minutes for CSC2058 Project: 15 Minutes **Week commencing:** 23/11/2020

Date of this minute: 23/11/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Continued work on code

Name (Niamh):

- Final draft of Gantt chart completed
- Use case descriptions completed

Name (Craig):

- Created first draft of use case realisations

Name (Michael):

- Delivered feedback on some of the new content on GitLab

Name (Omar):

- Provided feedback/corrections for use case diagrams

Name (Charlotte):

- Completed the game layout draft

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (Daniel):

- Continue code to prep for video demo

Name (Niamh):

- Review weeks deliverables from other team members & prepare feedback

Name (Craig):

- Review and correct use case realisations.

Name (Michael):

- Review weeks deliverables from other team members & prepare feedback

Name (Omar):

- Review weeks deliverables from other team members & prepare feedback

Name (Charlotte):

- Review and correct game layout if necessary

Minutes for CSC2058 Project: 25 Minutes **Week commencing:** 30/11/2020

Date of this minute: 30/11/2020

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Daniel Mason	DM
Niamh McLarnon	NML
Craig Mulligan	CM
Michael Kennedy	MK
Omar Ahmed Hassan Abdelfattah Bashah	OB
Charlotte Bisp	CB

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (Daniel):

- Continued code (ready for demo)
- Created use case realisations
- Created interim demo

Name (Niamh):

- Reviewed and corrected game layout
- Corrected realisations
- Helped with interim demo

Name (Craig):

- Reviewed code and provided feedback

Name (Michael):

- Reviewed deliverables and provided feedback

Name (Omar):

- Reviewed deliverables and provided feedback

Name (Charlotte):

- Reviewed deliverables and provided feedback

Actions Planned (Briefly list the actions required of each team member for the next week.)

Start work on next deliverable