**Software Engineering Report Checklist**

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| --- | --- | --- | --- |
| Version | Author | Date | Comments |
| 1.0.0 | BM | 28/02/19 | Please discuss any changes with BM |
| 1.1.0 |  |  |  |
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This is a skeleton of the report noting what is needed and the order in which it is to be presented in order to ensure the report is completed in an efficient and timely manner.

Initials have been included so that it is clear who has completed each section.

1. Concise introduction and cover page | Peer Assessment form to be included at start
   * **BM** to create introduction and cover page before the 05/03/2019
2. Requirements Analysis
   * Use Case Descriptions. These where collated and referenced by **BM.** Howevereach member of the team completed the following descriptions:
     + Use Case 1 – Starts Game : BM
     + Use Case 2 – Views Rules :
     + Use Case 3 – Takes Turn : BM
     + Use Case 4 – Lands on Runway :
     + Use Case 5 – Pay Licence Fee :
     + Use Case 6 – Declares Bankruptcy :
     + Use Case 7 – Purchase Start Up
     + Use Case 8 – Passes Invest NI :
     + Use Case 9 – Views Menu :
     + Use Case 10 – Hires Staff :
     + Use Case 11 – Ends Turn :
     + Use Case 12 – Takes over Start-up : DK
     + Use Case 13 – Terminates Game
     + Use Case 14 – Verifies Choice : IF
   * Use Case diagram completed by entire group – updated to draw IO by IF.
   * Game Guide and Graphical representation of the game board
3. Realisation
   * Sequence diagrams completed as follows:
     + Diagram 1 – Turn Engine -
     + Diagram 2 – Views Menu - DK
     + Diagram 3 – Pay Licence Fee -CC
     + Diagram 4 – Terminates Game - BM
     + Diagram 5 – Takes Over Startup - TM
     + Diagram 6 – Develop Startup - IF
     + Diagram 7 – Purchase Startup IF
     + Diagram 8 -
   * Concise written commentary highlighting any key points – 250 words max
4. Design
   * UML Class Diagram. Completed by the group
   * Concise written commentary highlighting any key points – point out key/good design point – maintainability and extensibility - 400 words max
5. Conclusion/Summary
   * Short (200 Word) conclusion – what worked well, what didn’t, what would we change

Appendix 1 – WELL REFERENCED throughout above document

* Photos of use case and sequence diagrams
* Full user guide(TM) and graphical representation of board(IF)
* Test Plan IF
* Test Plan – Junit tests conducted
* Glossary of Key Terms - CC

Appendix 2 –

* WEEKLY MINUTES