Change #:
- **Change requester(s):**
- **Change worker(s):**
- **Start date:**
- **End date:**
- **Document / deliverable affected:**
  - **Impacted classes:**
- **Change:**
- **Significance:**
- **Comments (optional):**

Change #1:
- **Change requester(s):** Michael, Tom
- **Change worker(s):** Michael, Tom
- **Start date:** 15/02/2023
- **End date:** 15/02/2023
- **Document / deliverable affected:** Code
- **Change:** Fixing memory leaks in the project we have taken over.
  - **Impacted classes:** Ingredient.java, Station.java, StationManager.java, GameScreen.java, Tutorial.java, MainGameClass,java, DesktopLauncher.java
- **Significance:** High
- **Comments (optional):** We can't start testing until we fix this because it makes the game difficult to use unless it's fixed. One memory leak was caused by chopping at stations.

Change #2:
- **Change requester(s):** Lucy
- **Change worker(s):** Lucy
- **Start date:** 15/02/2023
- **End date:** 15/02/2023
- **Document / deliverable affected:** Code
  - **Impacted classes:** GameScreen.java (Line 105 specifically)
- **Change:** Implementation of a 3rd chef
- **Significance:** Low
- **Comments (optional):** None

Change #3:
- **Change requester(s):** Poppy
- **Change worker(s):** Poppy
- **Start date:** 15/02/2023
- **End date:** 26/04/2023

- **Document / deliverable affected:** Continuous Integration document (CI2)
  - **Impacted classes:** N/A
- **Change:** Created and added all relevant details for the CI2 document
- **Significance:** Medium
- **Comments (optional):** None

Change #4:
- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 19/02/2023
- **End date:** 26/02/2023
- **Document / deliverable affected:** Code
  - **Impacted classes:**
    - New Module created called 'tests', with a class called 'GdxTestRunner' and added a new build.gradle file here. Tests will be created in new classes in this 'tests' module.
- **Change:** Starting to test the original game code. No such tests exist yet so they need to be created.
- **Significance:** High
- **Comments (optional):**

Change #5:
- **Change requester(s):** Poppy
- **Change worker(s):** Poppy
- **Start date:** 22/02/2023
- **End date:** 22/02/2023
- **Document / deliverable affected:** Website
  - **Impacted classes:** index.html, page2.html, A2.html
- **Change:** Improving website structure and links
- **Significance:** High
- **Comments (optional):**

Change #6:
- **Change requester(s):** Michael
- **Change worker(s):** Michael, Owen
- **Start date:** 22/02/2023
- **End date:** 28/02/2023
- **Document / deliverable affected:** Code
  - **Impacted classes:** AssetTests.java
- **Change:** Implemented tests for assets, to ensure names are correct, that the asset files are not deleted etc.
- **Significance:** High

- **Comments (optional):** New assets will of course be added through the project but there won't be any change requests for when we add tests for them as its a very small change.

Change #7:
- **Change requester(s):** Lucy, Poppy, Owen
- **Change worker(s):** Lucy, Poppy, Owen
- **Start date:** 22/02/2023
- **End date:** 26/04/2023
- **Document / deliverable affected:** Change Report (Change2)
    - **Impacted classes:** N/A
- **Change:** Updated the Change2 document with all of the changes to the other deliverables required and with how we approached changes to documentation.
- **Significance:** High
- **Comments (optional):**

Change #8:
- **Change requester(s):** Tom
- **Change worker(s):** Tom, Owen, Michael
- **Start date:** 23/02/2023
- **End date:** 05/03/2023
- **Document / deliverable affected:** Code
    - **Impacted classes:** CookTests.java
- **Change:** Adding tests for cook movement (includes collisions). New class created called 'CookTests' which will contain tests for the actual chefs/cooks such as their interactions. Tests for their movement and collisions have been added so far.
- **Significance:** High
- **Comments (optional):** Some small changes may have been made to other classes to allow us to create the tests. **Some of the Cook.java functions will need testing manually as couldn't be tested with junit tests such as draw_bot() that draw the cooks.**

Change #9:
- **Change requester(s):** Lucy
- **Change worker(s):** Lucy, Tom
- **Start date:** 22/02/2023
- **End date:** 03/03/2023
- **Document / deliverable affected:** Code
    - **Impacted classes:** GameScreen.java, ServingStation.java

- **Change:** Implemented the reputation points feature, and altered MainGameClass to allow the leaderboard to function and for the game to end due to loss of reputation points
- **Significance:** Medium
- **Comments (optional):** Leaderboard had an issue where it included scores made by games lost due to reputation points, which was fixed.

Change #10:
- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 28/02/23
- **End date:** __/03/23
- **Document / deliverable affected:** Code
    - **Impacted classes:** CustomerTests.java, Customer.java, CustomerController.java
- **Change:** Implemented junit tests for customers
- **Significance:** High
- **Comments (optional):** Some methods of Customer.java and CustomerController.java will need testing manually, such as those that render/draw the customers.

Change #11:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 01/03/2023
- **End date:** 04/03/2023
- **Document / deliverable affected:** Code
    - **Impacted classes:** GameScreen.java, MainScreen.java, CustomerController.java
- **Change:** Implemented endless mode
- **Significance:** High
- **Comments (optional):** GameScreen can now take an additional integer parameter for configuring the number of customers for scenario mode

Change #12:
- **Change requester(s):**Poppy
- **Change worker(s):** Poppy
- **Start date:** 04/03/23
- **End date:** 04/03/23
- **Document / deliverable affected:** Code
    - **Impacted classes:** MainScreen.java, CreditScreen.java, MainGameClass.java

- **Change:** Credits screen has been implemented along with access to it from the main menu
- **Significance:** Medium
- **Comments (optional):**

Change #13:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 05/03/23
- **End date:** 05/03/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** Ingredients.java, BakingStation.java, StationManager.java
- **Change:** Added potato ingredient
- **Significance:** Medium
- **Comments (optional):**

Change #14:
- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 05/03/23
- **End date:** 05/03/23
- **Document / deliverable affected:**
  - **Impacted classes:**
- **Change:** Implemented junit tests for the ingredients (Ingredient.java)
- **Significance:** Medium
- **Comments (optional):** Some functions in Ingredients.java will still need testing manually for the graphics - can't really test them with junit, like slicing an ingredient.

Change #15:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 08/03/23
- **End date:** 08/03/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** CustomerController.java, ServingStation.java, GameScreen.java
- **Change:** Updated customer spawning behaviour
- **Significance:** Medium
- **Comments (optional):** Customers now arrive at time intervals (randomly select in range 28s to 40s), customers do not spawn upon previous customer

leaving, random chance for having multiple customers at the same time (1 in 4 chance if served more than 3, 1 in 10 chance if served more than 10)

Change #16:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 08/03/23
- **End date:** 08/03/23
- **Document / deliverable affected:** Code
    - **Impacted classes:** WaveSelectScreen.java, DifficultySelectScreen.java, MainScreen.java, MainGameClass.java, GameScreen.java
- **Change:** Added screen for difficulty selection
- **Significance:** Medium
- **Comments (optional):**

Change #17:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 08/03/23
- **End date:** 08/03/23
- **Document / deliverable affected:** Code
    - **Impacted classes:** Ingredients.java, Menu.java
- **Change:** Added beans, can make beaned potatoes
- **Significance:** Medium
- **Comments (optional):**

Change #18:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 08/03/23
- **End date:** 19/04/23
- **Document / deliverable affected:** Code
    - **Impacted classes:** GameScreen.java, Powerup.java, PowerupController.java, SpeedBoost.java
- **Change:** Added powerups
- **Significance:** High
- **Comments (optional):** in current state, powerups can appear in inaccessible locations

Change #19:

- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 15/03/23
- **End date:** 16/03/23
- **Document / deliverable affected:** Risk2 and Change2 (to record the changes to the Risk2 deliverable)
  - **Impacted classes:** N/A
- **Change:** All the necessary changes to the assessment 2 risk document, to update it from assessment 1, to be appropriate for the current project. Mainly consisted of updating, amending, removing and adding risks to the risk register so they're relevant for the assessment.
- **Significance:** High
- **Comments (optional):** There were quite a few smaller changes not mentioned here. All of these are documented in Change2.

Change #20:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 18/03/23
- **End date:** 18/03/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** Ingredients.java, Menu.java
- **Change:** Added pizzas
- **Significance:** High
- **Comments (optional):**

Change #21:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 22/03/23
- **End date:** 25/03/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** GameScreen.java
- **Change:** Added shop menu to game screen to spend reputation points on new chefs and cooking stations
- **Significance:** High
- **Comments (optional):** you need to have more points than required since reaching 0 reputation loses the game

Change #22:
- **Change requester(s):** Lucy
- **Change worker(s):** Lucy
- **Start date:** 22/03/23

- **End date:** 19/04/23
- **Document / deliverable affected:** Req2
  - **Impacted classes:** N/A
- **Change:** Altered the preexisting Requirements document to add the requirements for Assessment 2, as well as fixing spelling errors and altering some requirements to be more suitable in accordance with feedback given to Team 3
- **Significance:** High

Comments (optional):

Change #23:
- **Change requester(s):** Poppy, Owen
- **Change worker(s):** Poppy, Owen
- **Start date:** 30/03/23
- **End date:** 19/04/23
- **Document / deliverable affected:** Arch2
  - **Impacted classes:** N/A
- **Change:** Updating the class diagrams, behavioural diagrams, adding any missing diagrams and general amendments based on Team 3's assessment 1 feedback for the architecture document so that we can build upon their work, for example a justification of using PlantUML.
- **Significance:** High
- **Comments (optional):**

Change #24:
- **Change requester(s):** Michael, Tom
- **Change worker(s):** Michael, Tom
- **Start date:** 31/03/23
- **End date:** 26/04/23
- **Document / deliverable affected:** Test2, website
  - **Impacted classes:** N/A
- **Change:** The test2 document has been created and includes all of the relevant details of our unit tests and manual tests. The website also contains part C of the testing document (required to be on the website).
- **Significance:** Medium
- **Comments (optional):**

Change #25:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 10/04/23

- **End date:** 11/04/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** GameScreen.java, MainScreen.java
- **Change:** Implemented saving and loading
- **Significance:** High
- **Comments (optional):** Saves a limited selection of game variables, but enough to not lose any progress

Change #26:
- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 12/04/23
- **End date:** 12/04/23
- **Document / deliverable affected:** Implementation document (Impl2)
  - **Impacted classes:** N/A
- **Change:** Updated the implementation document based on Team 3's feedback and also our feedback from Assessment 1.
- **Significance:** Low
- **Comments (optional):**

Change #27:
- **Change requester(s):** Owen
- **Change worker(s):** Owen
- **Start date:** 19/04/23
- **End date:** 26/04/23
- **Document / deliverable affected:** Planning and Method Selection documentation
  - **Impacted classes:** N/A
- **Change:** Updated the planning and method selection document based on Team 3's feedback and also our feedback from Assessment 1, explaining how we approached Assessment 2 essentially, in terms of team organisation, workloads etc.
- **Significance:** Medium
- **Comments (optional):**

Change #28:
- **Change requester(s):** Tom
- **Change worker(s):** Tom
- **Start date:** 22/04/23
- **End date:** 22/04/23
- **Document / deliverable affected:** Code
  - **Impacted classes:** GameScreen.java
- **Change:** Tutorial now pauses the game

- **Significance:** Medium
- **Comments (optional):**