Software Engineering

Group Coursework Team Review Meeting

The purpose of this meeting is:

- To review progress.
- Ensure that any issues with the team are identified.
- Ensure that the team understand what they need to do to complete the work.
- Have a definite plan about how to complete the work.

This meeting does not form part of the assessment, but will form a written record that the teaching delivery team may refer to later when assessing team performance.

Team	5
Present	All
Review by	Stuart Baker
Date	13/02/25

Quick checklist

How many sprints have you completed?	1
Have the sprints delivered a working prototype? (one from each sprint)	Yes
How many active members are in your team?	5
How many inactive members are in your team?	0

Q1: What planning have you undertaken so far? (PERT/Risk/resources etc)
We have produced a PERT document, a risk excel sheet and have kept a folder in our git repository for all useful and necessary resources. The PERT document is due to be updated as it was a basic PERT we created at the start. Since then, more tasks have been discovered, and timeframes have changed. The risk sheet is reviewed weekly at our meetings and updated when necessary. We make sure to check it at least one other time between meetings to ensure all is safe. For our resources, we store both ones provided by Mr Raffles and canvas, as well as resources we have researched and found ourselves.

Q2: Have you been monitoring the Canvas discussion threads for updates from your customer?
Yes as useful questions have been raised, ones that we had been discussing ourselves, such as the type of dice used. We have also used the Canvas discussion thread to ask our own question.

Q3: What languages and tools have you selected for your implementation?
We have decided to use Python and Pygame to develop our game. This is because it was the most common language our group was able to use, and we all agreed that it would be the best way to produce the game. We considered other languages and tools, such as Unity, but chose against it.

Q4: Is there a <u>current</u> working prototype? If so, show it (use screenshots if filling this in offline).
Yes, there is.

Q5: Are there any kind of other demonstrable elements yet? For example, visualisation mock-ups, class diagrams?
Eric has created a flowchart for the game actions, showing what you can do in what situation and the different effects your choices will have. We will create a class diagram in the future too.

Q6: Is there anything you need feedback for from your customer?
We will need to get feedback from the customer regarding the use of AI and how they want them to behave whilst the game is in play.

Q7: Are there any other factors that are having an effect of your team's ability to deliver on this group project?
No factors other than other modules workloads.

Kingsley Sage
Tom Dent
Jack Speat

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