

Weekly Snapshots of what has been done by each member of the team

Week	Name	What have you started/continued/completed ?
19/11/21	Muhidin	Looked in to royalty free game assets(We didn't end up using) them
29/11/21	ALL	basic requirements brainstorming and customer meeting
29/11/21	ALL	Created Gantt chart
06/12/21	Emily	Began formally writing out requirements
06/12/21	Sam	Started creating both abstract and concrete architecture UML Diagrams
13/12/21	David	Part b of requirements done
13/12/2021	Muhidin	Looked into Bootstrap themes and other ideal front end frameworks/libraries.
13/12/21	Emily	Began researching methods and tools
13/12/21	Sooyeon	Started researching risk management methods
13/12/21	Connor	Started implementation
13/12/21	Sam	Completed abstract diagram and researched more about libGDX framework
20/12/21	All	Christmas break
27/12/21	Sooyeon	Completed the draft of deliverable
27/12/21	David	Part a of the requirements write up complete, as well as adding assumptions and risks
27/12/21	Sam	Completed both diagrams and most of architecture part A

27/12/21	Sooyeon	Rewatched relevant ENG1 lecture via VLE
03/01/22	Emily	Started writing up method and planning section
03/01/2021	Muhidin	Implemented the base of the front end of the website.
03/01/22	Connor	Finished implementing movement(feature) - started adding colleges too.
03/01/22	Sooyeon	Got unable to continue working due to being unwell
10/01/22	Sooyeon	Created first version of risk register
17/01/22	Sam	Finished part A architecture and started part B architecture beginning with requirements table
17/01/22	Connor	Started implementing college combat feature
17/01/22	Sooyeon	Continued working on risk register
17/01/22	David	Overview of planning started and completed
24/01/22	Emily	Finished method and team organisation sections
24/01/22	Sam	Completed architecture
24/01/22	Sooyeon	Completed the 'Risk Management and Mitigation' document
31/01/22	ALL	Final checks
01/01/2022	Muhidin	Uploaded all the finished deliverables on the website