ENG1 Change Report

Cohort 3 - Group 28

"Team 28"

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2.a

We first analysed the other teams product and deliverables then decided on how to continue onwards from there. We conducted a meeting where we discussed the next steps, such as deadlines, work that needs to be done, who does what and etc. We used seminar rooms, where we read the product brief and brainstormed all the things that needed to be done for the week ahead. We continued to use the same platforms as previously to keep track of and work on the deliverables like Google docs, discord for communication and github for control and collaboration. Each time a team member felt that a change needed to be made, they would propose the change during a team meeting or in the discord group chat where other team members can confirm and accept the change.

2.b.i
User Requirements
No changes were made to 2.a of requirement elicitation as we followed an extremely similar if not the same approach in how produced the requirements for the further development of the game.
No further changes were made to part 2.b of the document either as we continued from their requirement presentation meaning the format was the same. However, we did add onto the table as new requirements were needed and were not previously accounted for in Assessment 1.
Initially, we analysed the updated brief whilst also taking into consideration the current implementation and requirements that were achieved by the previous group. This gave us a basic understanding of what we had to implement in order to fully satisfy the new requirements and complete the brief.

Architecture
No changes were made to the previous teams architecture deliverables, therefore, we just continued amending onto the architecture for the second part of the assessment.

Method Selection and Planning
Further additions were made such as new gantt charts and descriptions of what work was completed and by who in the deliverable. This is so we can track our weekly progress and stay on track for the final deadline. Apart from this, no other changes were made.

Risk Assessment and Mitigation
Further risks and mitigation strategies were added to the original deliverables in order to track these for the group. Each including their severity along with the likelihood of them happening whilst also ways of mitigating. Risks were added after analysing the new product brief and taking into account new factors as they came with potential new risks not previously accounted for in Assessment 1. Other than this, no other changes were made as the previous group had a thorough understanding of potential risks.

Implementation
Changed activity counter as it wasn't very convenient for recording a players streak. Changed it from a simple integer counter to a map that keeps track of day, activity and count. This provides a more complex way of measuring a players streak by including multiple parts of the game and thus offering a more nuanced and detailed way of monitoring the players progress over time.

<u>Requirements</u>

- **Leaderboard**
    - New screen to display
    - Input for username
    - Top 10 username and high score system
        - Save System
    - Update leaderboard
        - When new value
- **Achievements**
    - End Screen / New screen displaying achievements
        - Show achievements and points
    - Minimum of 3 achievements
- **Implement points**

- **+ 3 Recreational Activities/Areas**
- **+ Software Tests for everything**

Implementation

Date	Changes / Added	Priority of Implementation
24/4/24	Added Nisa as recreational ability	High
26/4/24	Sped up game time and display score on the end screen	Medium
26/4/24	Added Logo	Low
29/4/24	Duck feeding	Medium
29/4/24	Points counter UI	High
29/4/24	Added leaderboard screen	High
3/5/24	Updated game sound Changed activity tracking implementation Added simple streaks	High
4/5/24	Added user input screen	
6/5/24	Leaderboard textures Display loaded info on leaderboard screen Fixed leaderboard crash Updated screens	
10/5/24	Fixed indexing in LB save/load methods	