

## George Harrison HW1

1.1, 1.2

## Requirements gathering

- Collecting and documenting the needs and expectations of customers

## High-level design

- Creating an abstract representation of the system's architecture and components

## Low-level design

- Specifying detailed designs for individual components of the software

## Development

- Writing code based on the design specifications to implement the planned features

## Testing

- Testing that the software functions as intended and identifying and fixing bugs

## Deployment

- Releasing and installing the software in the target environment for end-users

## Maintenance

- Addressing bugs that users find, and making further updates

## Wrap-up

- Reviewing in what ways the project went well or needed improvement in

## 2.4

Google Docs shows the changes in the document by crossing out words that were deleted or highlighting words that were added. This way you can see how the document looked like during each iteration. This is similar to GitHub in that keeps every version of the document and you can revert to any old version. However they are different in many ways. Google docs is always updating whether you like it or not, GitHub only updates when you push to it. Additionally, GitHub can track lots of different file types whereas Google docs is just a text editor.

## 2.5

JBGE means “just barely good enough”. It refers to keeping lighter documentation in order to reduce the time spend updating it as you change the code.

## 4.2

### Critical Path

Start -> H -> J -> I -> C -> B -> G -> A -> D -> E -> L -> K -> M -> O -> P -> N -> Q -> R -> F  
103 days

## 4.4

Spreadsheet Class			Today's Date		1/29/2024		Jan Mon	Jan Mon	Jan Mon	Jan Mon	Jan Mon	Feb	Feb	Feb	Feb	Mar	Mar	Mar	Mar	Apr	Apr
Task	Start Date	End Date	Priority	1/1	1/8	1/15	1/22	1/29	2/5	2/12	2/19	2/26	3/4	3/11	3/18	3/25	4/1	4/8			
Humanoid base classes	1/2/2024	1/4/2024	▼	Humanoid base classes																	
Zombie classes	1/5/2024	1/9/2024	▼	Zombie classes																	
Character classes	1/10/2024	1/12/2024	▼	Character classes																	
Texture editor	1/15/2024	1/18/2024	▼	Texture editor																	
Texture library	1/19/2024	1/25/2024	▼	Texture library																	
Rendering engine	1/26/2024	2/2/2024	▼	Rendering engine																	
Robotic control module	2/5/2024	2/9/2024	▼	Robotic control module																	
Character editor	2/12/2024	2/19/2024	▼	Character editor																	
Character animator	2/20/2024	2/28/2024	▼	Character animator																	
Test environment editor	2/29/2024	3/7/2024	▼	Test environment editor																	
Test environment	3/8/2024	3/14/2024	▼	Test environment																	
Character library	3/15/2024	3/27/2024	▼	Character library																	
Zombie editor	3/28/2024	4/3/2024	▼	Zombie editor																	
Zombie animator	4/4/2024	4/11/2024	▼	Zombie animator																	
Zombie library	4/12/2024	5/2/2024	▼																		
Zombie testing	5/3/2024	5/8/2024	▼																		
Zombie testing	5/9/2024	5/14/2024	▼																		
Artificial intelligence (for zom	5/15/2024	5/23/2024	▼																		

4.6

You could use risk-management techniques, such as adding extra time beforehand to tasks

4.8

Ignoring the problem and hoping you can make it up later, and piling on extra developers thinking that will reduce time.

5.1

Clear, unambiguous, consistent, prioritized, verifiable

5.3

- a - functional
- b - functional
- c - functional
- d - functional
- e - functional
- f - non-functional
- g - non-functional
- h - non-functional
- i - non-functional
- j - functional
- k - functional
- l - functional
- m - functional
- n - functional
- o - functional
- p - functional

There are no implementation requirements because you're not transitioning to a new system.

5.9

Must

- multiple difficulty levels
- rewards for completing levels that can be used to buy different skins / themes
- multiplayer

Should

- timed mode
- hint feature

Could

- achievements