**Digital Technologies & Hangarau Matihiko 3.8A**

**Level Three, Credits 6, Assessment Internal**

Introduction/Kupu Arataki

This assessment activity requires you to plan, develop and create a complex computer program.

You will be assessed on

* how effectively you use project management tools and techniques to plan and manage the development of a digital outcome
* how effectively you decompose the problem into smaller components, and test and refine your media outcome so that it is a high-quality response to the task
* how well you have addressed relevant implications
* how well you synthesise information from the planning, testing and trialling of components to develop a high-quality response to the task (e.g. well-structured, logical, flexible, robust and comprehensively tested program)
* discuss how this information assisted in the development of a high-quality outcome.

Problem Statement

Again, if none of the above interest you, you may come up with a unique idea of your own. **If you cannot come up with a project within two lessons, a project may be given to you.** Your idea, and the context it works in (i.e. how it is unique to you) must be discussed and agreed upon by your teacher before you start the work outlined in the planning section, below.

I will create an interactive game of battleships played between two players. Each player will be able to place their ships at the start onto a 10x10 grid, each player has one grid. The ships being the 5 long carrier, 4 long battleship, 3 long destroyer and submarine and 2 long patrol boat. Once both players have placed their ships, they will then take turns to fire at a square in their opponents’ grid, not knowing where their ships are. The game will show whether it is a hit or a miss. Once all squares of a ship have been hit that ship will be sunk, once all ships of one player have been sunk the game is over and the player with the remaining ships is the winner.

SWOT Analysis

Conduct a SWOT analysis for the project management tools you are considering using for your project

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Strengths | Weaknesses | Opportunities | Threats |
| Version Control on GitHub | * Online, easy to access from multiple different computers, eg between school and home * Allows for easy access to tools such as Kanban boards within the project setup |  |  |  |
| Version control with local files |  |  |  | * Hard drive / computer error could lead to losing files without backups anywhere else |
| AGILE | * Easy to change anything partway through the process if something doesn’t work or I get a new idea from something like feedback |  | * Chance to easily incorporate suggestions from feedback or completely redesign one little part if a user doesn’t like it |  |
| Waterfall | * Whole project comes together at once, instead of little things being made perfect at a time | * Harder to see where any problems might occur and could require a large redesign at the end |  |  |

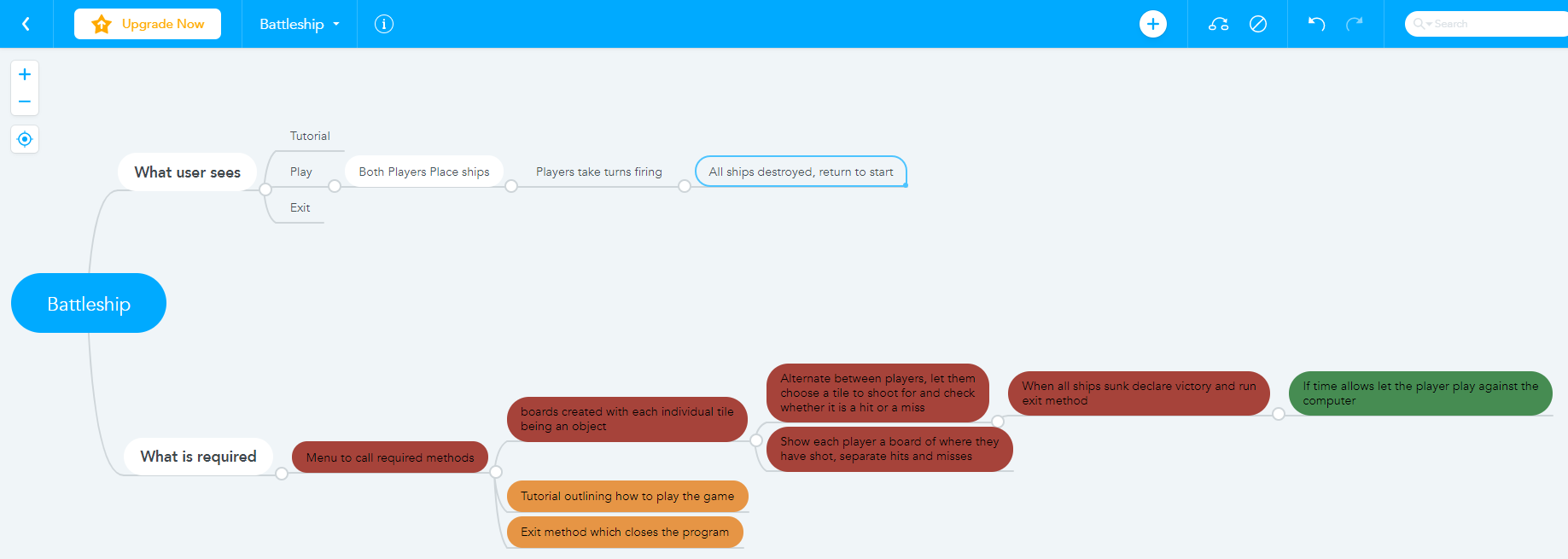
I will use github, this is because it will easily allow me to keep all work in one place easily. Code, planning, management etc. This will make it much easier to manage what I’ve done and still have left to do and track my progress.

I will use AGILE techniques to help manage my project, this is because for a game like this I think it is better to decompose it into smaller pieces which I make work one at a time. AGILE methods will allow me to get the board working properly for example before I need to work on allowing users to shoot at each other. As users have to interact directly with my outcome it is important that it is simple to use, therefore I need to be able to incorporate user feedback and redesign anything that doesn’t work for them. Having my project split into smaller pieces means that I can easily use this feedback without losing too much time with wasted work having to delete a large section of what I have done.

Decomposing the outcome

* ***decomposing the digital technologies outcome into smaller components***

*Decompose your digital technologies outcome into smaller components. User stories is one method that is commonly used in an AGILE methodology*



Here is an initial decomposition of my project, red being the most important, orange middle and green least important. This will allow me to plan out my project properly and structure what I need to work on first. Which will help throughout my sprints.

My initial focus will be to get a barebones version of the project working as quickly as possible, and then tidy it up with the time I have left. I will plan my sprints with some time left at the end so I can have a final shorter sprint to thoroughly test the program and check if there’s anything that is not working properly.

Considering Relevant Implications

* ***addressing relevant implications.***

*What relevant implications do you need to consider in the development of your outcome? Describe which you will address in its development.*

*Examples of relevant implications include:*

* *social*
* *cultural*
* *legal*
* *ethical*
* *intellectual property*
* *privacy*
* *accessibility*
* *usability*
* *functionality*
* *aesthetics*
* *sustainability and future proofing*
* *end-user requirements*
* *health and safety.*

Usability

Usability implications are about how simple it is for the user to use the program. How the program communicates things to them and the ability for them to just use it without having to think too much. In this case it is important that they can learn how to play from a quick tutorial, and so that there is not too much text that it is not interesting. This is important so that they can enjoy the game and not become bored due to a difficult interface. As this would cause them to stop playing and that negates the entire purpose of designing it. To address this, I will make sure that there is a small amount of text, and any menus have clear options of what to input to do what the user wants to do. I will make sure that my GUI is well designed and clearly indicates what each button does and where to click on the graphics pane if I incorporate that. I will make sure that if I use multiple menus they are consistent throughout, as [CS Field Guide](https://csfieldguide.org.nz/en/chapters/human-computer-interaction/usability-heuristics/) says that “Consistency (something being the same every time) is extremely useful for people using interfaces”. This means that I will make it consistent within the program, as well as making navigation similar to other programs. This will mean that the user does not need to learn a whole new way of navigating through the program. It will also mean that they don’t have to overthink what they need to input and can just enjoy the game. I will also have simple error messages explaining the mistake so that they can quickly get back to playing the game if there is any point where error messages are required.

Functionality

Functionality implications are about how well the program performs the specified task. This includes things such as not having bugs and controlling errors. For this program it is important to make sure that it does not have any bugs and that it runs smoothly, and that any errors are picked up and controlled, not crashing the program. This is important so that the user can enjoy using it, as enjoying the game is the only reason people will play it. Which will mean they can play this version of battleship without the interruption of bugs, which is important as it is a common game and if my version is not enjoyable to play it is easy to find another place to play it. To address this, I will thoroughly test my program and pick up any errors as early as possible. I will test every type of input so that I know that it will handle any errors such as invalid input quickly and easily. I will also make sure to have good version control so that I can fall back on an old version if an issue develops, every time I begin to make changes to the code I will save it as a new file. I will also try as much as possible to contain input to buttons or clicking a certain spot so that there is no need for the user to input their own text which could have accidental and unexpected typos which could lead to errors.

Sprint Tracking

|  |  |  |
| --- | --- | --- |
| **Sprint Number** | **Start Date** | **End Date** |
| 1 | 6/9/21 | 19/9/21 |

* ***using recognised and appropriate project management tools and techniques to plan the development of a digital technologies outcome***

# Planning

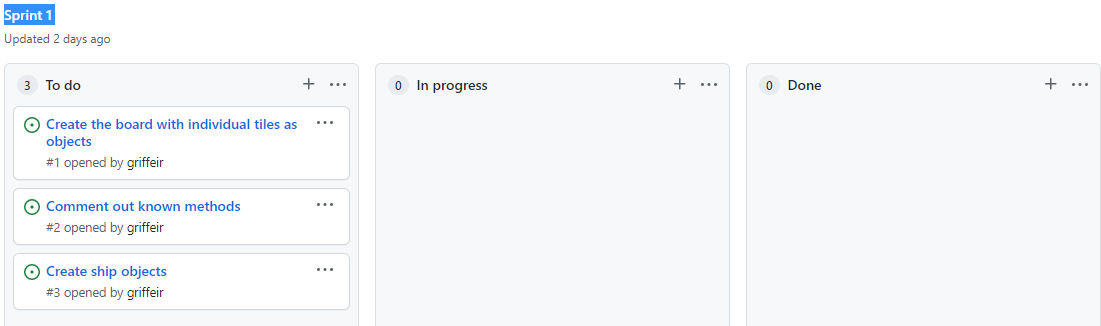
*What are you going to work on in this sprint?*

The main focus of my first sprint will be to set up the base of the project so that I have a strong foundation to build off of as I continue to work on my project. The main purpose will be to get the basic stuff functioning even if it doesn’t look perfect yet, I will then try to get feedback on how useable it is, rather than how it looks, as I will work on making it look nicer towards the end of the project.

To begin with I will create a plan of all necessary classes and methods and comment them out so I can easily work off of these later in the project. After this I will get the basic GUI elements set up so that I have an easy way to test the project as I go along. I will then figure out how to design the basic 10x10 board on which my project will be played on, this will involve creating tile objects and putting them in order to create the ‘board’ each of these tiles will be able to store whether a ship is on it, and whether it has been shot at. Alongside creating the board, I will also create the ship objects, these will have to be able to be stored across multiple tiles so I will have to figure out the best way to do this. Especially the placing of them when the user is setting up their ships will be difficult.

I believe the board is the best thing to get working first as it is the core of my project, everything else will need to use it. So if I create it as early as possible I will then have time to make sure it works perfectly and design everything else so that it works with how my board is designed. This will also allow me to follow AGILE techniques well as it means if any requirements change, such as feedback from end users I can change the core of my project to meet the requirements earlier rather than later. For example, if I received feedback saying the board had an error I hadn’t tested that required the whole board to be changed then I could rework this early without having to get rid of all of the rest of the work I had done as well.

*Provide evidence (screenshot / photo) of your project management tool(s) being used to plan the development of your outcome at the beginning of your sprint here*



# Development

*What components are you going to trial?*

*Provide evidence (screenshot) of your version control*

## Feedback

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| --- | --- | --- | --- |
| **Component** |  | | |
| **Name** |  | **Date** |  |
| **Feedback** |  | | |

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| **Component** |  | | |
| **Name** |  | **Date** |  |
| **Feedback** |  | | |

*What is the outcome of this feedback?*

# Testing

***Brief Description of what you are testing***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type of test**  **(E, B, I)** | **Method to Test** | **Value(s) to enter** | **Expected result** | **Actual result (screen snip / time stamp)** | **Comments/ changes needed** |
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# Evaluation

*Sprint reflection and summary*

*What major changes and achievements did you complete in this sprint?*

*Provide evidence (screenshot / photo) of your project management tool(s) being used to manage the development of your outcome at the end of your sprint here*

Sprint Tracking

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Project Summary

* ***addressing relevant implications.***

*How did you address the relevant implications in the development of this outcome?*

* ***synthesising information gained from the planning, testing and trialling of components***

*How did you use the tools, techniques and process of each sprint inform the development of this outcome?*

* ***discussing how this information led to the development of a high-quality digital technologies outcome.***

*How did the process help to shape the development of your outcome? Provide evidence.*