Plan Overview

The project will take 8 weeks to complete and will be split into the following main tasks:

Task 1 – Requirements Document

Estimated time: 1 week (week 4 to week 5)

The project begins in week 4 and the whole team will work on the requirements analysis task and produce a formal requirements document from the user requirements provided from Watson Games.

Participants: All

Task 2a – Software Design Document

Estimated time: 1 week (week 5 to week 6)

For the second week of our project, we will create the basic software design and concept from the requirements document. We will produce modelling documents, high-level diagrams and low level class diagrams to assist with the next stage of implementation.

Participants: All

Task 2b – Graphical User Interface Design

Estimated time: 1 week (week 5 to week 6)

[Description TBA]

Participants: Pim (Natchpapha)

Task 3a – Software Model Implementation

Estimated time: 2 weeks (week 6 to week 8)

[Description TBA]

Participants: Kristian, Zach, Sean

Task 3b – Graphical User Interface Implementation

Estimated time: 2 week (week 6 to week 8)

[Description TBA]

Participants: Pim (Natchpapha)

Task 3c – Test Rig Creation

Estimated time: 1 week (week 6 to week 7)

Participants: Karen

Task 4 – Testing & Debugging

Estimated time: 1 week (week 8 to week 9)

J-Unit testing of software code and fixing bugs.

Participants: Karen, Kristian, Zach, Sean

Task 5a – System Implementation

Estimated time: 1 week (week 9 to week 10)

As a team, we will work on integrating the GUI with the software model.

Participants: All

Task 5b – Game Player Agent Implementation

Estimated time: 1 week (week 9 to week 10)

[Description TBA]

Participants: ??

Task 6 – System Testing & Game Player Agent Optimisation

Estimated time: 1 week (week 10 to week 11)

System level testing conducted through game simulations using the autonomous game player agents. After testing, we will begin to compare different strategies of the game player agent to determine the best approach to winning the game.

Participants: All

Task 7 – Final Documentation

Estimated time: 1 week (week 11 to week 12)

Review and finish off all documentation. Peer marking.

Participants: All