Agile Development Episode Outline

# Feasibility and requirements

At first we looked at the project specification provided to use and reviewed how we could implement it. We identified the users who were going to be using the system, which boiled down to simply be the administrator and the users/players. We saw it needed to fulfil the main criteria, with 3 main tabs of Viewer, Scoresheets and admin.

# Planning

For this part of the process, we started to plan how we were going to implement the data in their various classes. We met up in person and discussed using UML diagrams, how we were going to represent the data in code form from what is specified in the specification. Eventually we settled on an overall design and began work on this area. After this, we discussed what needed to be done in terms of prioritisation, as no particular area needed to be done first, we decided that functionality was going to be more important than aesthetics and that creating it from scratch in JavaFX would better than using the FXML editor.

# Development