

b) Methods, Plans update

i.

Assessment 1 Method and Plan

Assessment 2 Method and Plan

ii.

Software Engineering Methods

No changes were made to this section of the documentation due to its proven adequacy in providing our team with a methodology outline which has resulted in our team's current engineering approach. Due to the lack of change, this section of the report has been omitted in the updated version as to ensure that the page limits were obeyed in this deliverable. This omitted information is still very much applicable to the project but has been simply been removed for clarity's sake – it can still be accessed by viewing the original Assessment 1 deliverable. This page conservation is done as advised by Dimitris.

Tools Overview

Where none were supplied earlier, all tools now have an alternate described and discounted so that the reader can fully understand the choices made.

Two additional tools are now described: LibGDX for our game development framework, and Eclipse as our chosen Integrated Development Environment. It was realised that these crucial tools were mistakenly not mentioned in the earlier deliverable.

Team Organisation

Clarity on the appointment of group roles was added as it was realised that it was not obvious how roles were literally assigned. Previously, information was only given on the criteria used.

We believe that the roles themselves have proved suitable and so do not require any change.

Project Plan

The Gantt chart used for deliverable planning has been updated to include more detail for phases 3 and 4 of the project. This will allow us to monitor our progress in the next assessments and contribute to an even workflow. The same method of showing start/finish dates, tasks, dependencies etc was followed as in the previous version. Details of this are described in the methods and planning document.