MiKroysoft

Module	SEPR
Year	2019/20
Assessment	2
Team	MiKroysoft
Members	Daniel Crooks, James Rand, Irene Sarigu, Alfie Jennings, Charlotte Clark, Jasper Law
Deliverable	5 Updates on Assessment 1 Deliverables
Website	https://mikroysoft.github.io/

(a)(ii) Prior to implementation, the requirements tables were updated during a team meeting reviewing assessment 1 feedback. For the remainder of the assessment, our requirements tables were updated through a combination of continuous change suggestions during development, and bi-weekly team meetings (on Slack during the Christmas holidays) to review suggestions and add to changes. See table here: https://mikroysoft.github.io/assessment2-requirements-table.pdf

User Requirements

Additions

- UR_UOD is a requirement that makes sure that the product is developed for open days.
- UR_QUIT is a user requirement that makes sure that the user is able to quit the game.

Changes

- UR_ABLE has been changed to be more measurable.

Functional Requirements

Additions

- FR_RADI is a functional requirement, which now satisfied UR_MINI.
- FR_BTN and FR_ESC have both been added to ensure that leaving the game is easier.
- FR_BTN and FR_ESC were both added after a group meeting.

Changes

- FR_EXTRA_TERRESTRIAL was changed to be more detailed.
- FR_TUTORIAL was not altered, but its traceability is clarified with UR_STRY and UR_UOD.
- FR_TUTORIAL is related to UR_STRY.
- FR_ENGINE_VOLUME was similarly updated to indicate its traceability to UR_REF.
- FR_ENGINE_DAMAGE's wording was slightly altered for readability.
- FR_UPGRADE's traceability was updated to include UR_DIFF.
- FR_WIN and FR_LOSE updated traceability to include UR_DEST.
- FR_LOCATION now specifies 5 minutes of game time before the station is destroyed, and is now traceable back to user requirements.
- UR_DIFF depends on FR_LOCATION, as a shorter amount of playtime will increase difficulty.
- FR_LOCATION depends on UR_TIME, as both place a limit on the game time.
- FR_LEADERBOARD was slightly altered for readability, and to be traceable back to UR_SIN.
- FR_ENGINE_ACCELERATION was reworded - in order to sound more realistic.

Removals

- FR_CONTROLS was removed, and moved to non-functional requirements.

Non - Functional Requirements

Additions

- NFR_CONTROLS has been added from user requirements, as it's closer to a non-functional requirement than a user requirement. We added NFR_SOUND.

Changes

- NFR_LANG was updated to include traceability to UR_UOD.
- NFR_MANUAL is now traceable to UR_UOD.
- NFR_HW was updated for traceability to UR_MOB.

(b)(ii)
To make sure that we are ready to start working on assessment 3 as soon as possible we met and planned how we are going to approach it. We updated our plan of action for assessment 3 by having several meetings.

Explanation of any major changes

We made changes to the way we initially displayed our plan. The gantt charts were very useful and strategic to use at the start of the assessment to formally have an estimation of how much time we would spend on each task, who was in charge of that task but we found it hard to relate to them on an everyday basis.

For assessment 3 and 4 we created a different design which we believe will help us manage our time more efficiently and it's a lot easier to understand.

As it can be seen from the tables provided in the links above, we have some main tasks and an aim of when we should start them and end them. Our new design also shows more clearly the task dependencies and who's responsible for the completion of each task.
At the end of the file we can also see whether a task has been started or completed.

We believe this will help us a lot in assessment three, especially to manage how much time we'll spend to understand the other group's code

See our updated plans files here:
- Table with tasks for assessment 3 (url: https://mikroysoft.github.io/assessment3v2.pdf)
- Table with tasks for assessment 4 (url: https://mikroysoft.github.io/ProjectPlanAssessment4.pdf)
- Assessment 3 outline: https://mikroysoft.github.io/assessmentThreeOutline.png
- Calendar plan: https://mikroysoft.github.io/assessment2-calendar-plan.pdf

(c)

(i)

Assessment 2 risk table - https://mikroysoft.github.io/assessment2-risk-assessment.pdf

Assessment 1 risk table (for reference and comparison):

https://mikroysoft.github.io/Risk1.pdf

https://mikroysoft.github.io/WEBSITEriskassessment.pdf

(ii)

Over the development process a number of the predicted risks occured and were handled accordingly, however some of these occurred less than we expected and had a less severe impact than expected; due to these discoveries we adjusted our risk assessment, updating the likelihood and severity of these risks (these are indicated by the yellow marker showing 'changes'). For example RA_MAINTAIN was predicted to have a likelihood of 'high', as we took into consideration our experience and that we had to work remotely; however after following our mitigation plan, as well as communicating frequently, we found that the risk occurred less often. This also proves the functionality of our mitigation, reducing the seriousness of the problem, and so incidents happened less often.

We found that our mitigation was effective in reducing the severity of the risk, because of this we did not feel the need to change our mitigation plan, a useful example is RA_TOOL_CONFUSION. RA_TOOL_CONFUSION occured when we tried using Azure as a planning tool, using multiple tools became more of a hindrance than a benefit, our mitigation allowed us to communicate our preferred tools (GitHub and Google Drive), which each member was comfortable and familiar with using, allowing easier planning and progression. Finally, whilst developing our game, we came across new risks we hadn't considered such as RA_GOAL and RA_MICRO, we also were at a stage where we were able to consider possible future risks, because of this we expanded our risk assessment further, adding 15 new potential risks (these new additions are indicated by a green marker). Each new risk was evaluated in the same way, taking into consideration: type, likelihood, severity, and mitigation. Each risk has been described and allocated an owner and ID. An example of an added risk considering assessment 3 is RA_PROD.