

Plan for the rest of SEPR

Main tasks which still remain from assessment 2 include a basic implementation of a minigame, and also a trading system to implement the market/shop element in our game in order to fully fulfill the requirements. All basic classes and a map with 5 locations has been built, including a combat system with different character abilities, and mobs to attack the player.

Our plan for Assessment 3 is detailed in a Gantt chart (see below), with quicker tasks starting first, to allow more time for the coding and time consuming tasks, ensuring the final deadline is met. This plan is detailed below:

Task	Start Date	Deadline
Selection Process	22/01/2018	26/01/2018
Change report	26/01/2018	29/01/2018
Formal Approaches	26/01/2018	28/02/2018
GUI Report	26/01/2018	28/02/2018
Testing Report	26/01/2018	29/02/2018
Methods and Plans	26/01/2018	29/02/2018
Risk Assessment	26/01/2018	29/02/2018
Code	30/02/2018	7/03/2018
Documentation	30/03/2018	9/03/2018
Testing	9/03/2018	12/03/2018
User Manual	12/02/2018	13/02/2018
Implementation Report	13/02/2018	18/02/2018

Tasks have been split such that efforts can be focused on a small amount of tasks at any one time in order to minimise delays and prevent a myriad of half-completed tasks, leading to project failure. The key is to focus on what has changed to begin with by completing the change report, and once this is fully understood the team can ensure the implementation meets the requirements are best as possible. This is followed by testing and creation of a user manual once the code for assessment 3 is finished.

We plan on creating an extension of this plan for assessment 4 in order to maintain structure as requirements and other deliverables change.

