

Semester 1 - 2018/2019 (CA Schedule)

TTW	Starting (Mon)	NOTE	UDP		Agile	Sprint Goal
			UDP Group CA (70%)	UDP Individual CA (30%)		
0	3/9/18					
1	10/9/18	Staff & Students in Poland				
2	17/9/18	Staff & Students in Poland	Group Formation Game / App Idea Project Logistics			Kick-off
3	24/9/18		"Elevator Pitch" Scrum Setup	I-CA1 Weekly Journal Start		Scrum setup/Elevator Pitch of project idea
4	1/10/18				Sprint #1	Amended app/game idea based on feedback
5	8/10/18				Sprint #2	Technologies selected and initially trialled where possible
6	15/10/18		G-CA1 - Paper Proto. (20% [14%])	I-CA2 Process Contribution Check	Sprint #3	Paper Prototype/wireframe including prioritised set of system/game play features (MoSCoW rules - Must have, Should have, Could have, Would like to have)
7	22/10/18				Sprint #4	Develop M and S features and modify based on feedback
	29/10/18	STUDY WEEK			Sprint #5	Develop M and S features and modify based on feedback
8	5/11/18				Sprint #6	Develop M and S features and modify based on feedback
9	12/11/18				Sprint #7	Develop M and S features and modify based on feedback; initial development C and W features
10	19/11/18				Sprint #8	Develop M and S features and modify based on feedback; continued development C and W features
11	26/11/18		G-CA2 - Game / App Rel. 1 (Interim) (40% [28%])	I-CA2 Process Contribution Check	Sprint #9	Interim Release 1 - M and S features completed and fully user tested
12	3/12/18			I-CA1 Journal Submit (35% [10.5%])	Sprint #10	Develop C and W features and modify M and S features as specified by user
13	10/12/18		G-CA3 - Game / App Rel. 1 (Completed) (40% [28%])	I-CA3 Interview (35% [10.5%])	Sprint #11	Release 1 - Fully working, tested version of game/software containing only completed features
	17/12/18	HOLS 1			HOLS 1	
	24/12/18	HOLS 2			HOLS 2	
	[31/12/18] 3/1/19	EXAMS		I-CA2 - Process Contribution (30% [9%])	EXAMS	
	7/1/19	EXAMS			EXAMS	
	14/1/19	EXAMS			EXAMS	
	21/1/19	Semester 2	WORK PLACEMENT		Semester 2	