

Summary of Changes Made for Revision 1 (All Documents)

All documents have been revised to reflect the finished product. In addition to this, all documents have been made consistent with and traceable between each other.

Note that the comments made by Dan are addressed in the order that they occurred in the revision 0 submission. See the revision 0 documents to view these comments in their original context.

Problem Statement

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	There is no real flow between these paragraphs.	One of the paragraphs in question has been removed.
D2	How and why exactly would these stakeholders benefit?	Explanations about stakeholder benefits have been added.
D3	So what exactly is the problem you're solving? Is it realism in games, better instructional tools for a course, or something else?	The part about realism in games has been removed – it just added confusion and had little to do with the project. Focus is on a better instructional tool, which should be clear now.

Other changes:

Change Number	Reason	Change made
O1	Missing revision history	Added revision history

Software Requirements Specification

Changes made in response to Dr. Smith's comments:

Change Number	Dr. Smith's comment	Change made
S1	Requirements document plan should identify risk to be tested during PoC demo. -- from lecture notes 05	Added risks that PoC demo addressed.
S2	"The software must support all major PC operating systems" is not a constraint; it is	Removed from constraints; already had as a non-functional requirement

	also ambiguous -- from lecture notes 07	
S3	Future developers are a commonly missing stakeholder -- from lecture notes 07	Added future developers to stakeholders

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	don't say "type" unless you're following it with "of"	Section rewritten, this sentence no longer exists, but noted
D2	Sounds very generic. You should be trying to set your game world apart. Is there a story? Theme? Some stylistic elements that are constrained?	The section has been updated and the questions posed by Dan have been answered to provide a less generic description of the game world.
D3	Even though you describe "AI" in your naming conventions, you should still clarify what it means the first time it is seen prior to that section.	AI has been removed from the game
D4	Include why these constraints are mandated. In this case, because of your client.	Added that the constraints were mandated by the client.
D5	You have no constraints on the input type. This should be reflected in the diagram.	A constraint on input types (mouse, keyboard) was added instead of changing the diagram
D6	Not necessarily mouse	Input has been generalized
D7	What about upgrading the hero? Completing the game? etc.	Hero upgrades have been removed from the game. Level completion use case added.
D8	How many levels will there be? How does the player progress? What happens if the player beats the game?	Requirements for number of levels and level completion added.
D9	All of your requirements (bar one) are high priority. This should not be the case	Modified functional requirement priorities; added new priority level "very high"; many of the functional requirements have high or very high priorities since they are critical for the game to work properly
D10	What is the theme of the game? Is there a certain aesthetic you are aiming to achieve?	Added look and feel non-functional requirements for the theme and aesthetic of the game.
D11	What about finding your theme or determining how to create the RPG elements?	Theme has been decided and is incorporated into the document; the RPG genre aspect has been scrapped
D12	What about open-source games created in	Added open source Chipmunk2D games.

	Chipmunk2D?	
D13	Are you sure? -- this was in response to claiming no risks involved with the project	Added risks that PoC demo addressed.

Other changes:

Change Number	Reason	Change made
O1	Changes in requirements due to modified project scope	Modifications/deletions/additions to requirements, use cases, events; modified diagrams

Test Plan

Changes made in response to Dr. Smith's comments:

Change Number	Dr. Smith's comment	Change made
S1	During meeting it was mentioned that we could reduce our automated testing to a limited set of tests that cover basic inputs and collision	Automated test cases reduced to a small set of input and physics/collision tests; addition of some manual tests to compensate

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	Your demonstration plan and proof of concept test could be merged into one section as they are describing the same thing. The PoC Test subsection is fairly sparse on its own	Sections have been merged
D2	You should specify which of your test cases cover which of your requirements and then check to ensure all of your requirements are being covered. If they aren't, then you should create more test cases. Currently this section isn't really saying anything new.	Section has been rewritten to be a trace between requirements and tests; all requirements are covered by test cases
D3	Do you have any tests for invalid inputs (other than saving/loading)?	We do not have any tests for invalid inputs (saving and loading was scrapped); the game will only respond to inputs that are expected (all other inputs are ignored) and since the only expected inputs are mouse

		<p>and keyboard clicks, they cannot be invalid</p> <p>Perhaps related to this: the game loads data files that are hardcoded (textures, meshes, stages, etc) – if these files are missing, error messages are reported and the game will exit (except for missing sounds – the game just doesn't load the sound). Testing wasn't really needed for this because it will only fail if the file is not found (and from many experiences with not copying over updated data files, it definitely works)</p>
D4	As it reads now, it seems that the hero character will have all weapons available to them at all times. Is this intended? If not, you need more test cases.	The weapons are no longer a part of the game

Other changes:

Change Number	Reason	Change made
O1	Changes to test cases due to modified project scope	Modifications/deletions/additions to test cases
O2	User experience survey not carried out due to time constraints	User experience survey designated as future plan in timeline
O3	Timeline changes	Updated timeline to reflect reality

Design Document (System Architecture)

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	<p>Is that it?</p> <p>-- in response to short list of unlikely changes</p>	Added unlikely changes related to code structures
D2	You should have still included any requirements that have not changed.	All requirements have been added to traceability table

Other changes:

Change Number	Reason	Change made
O1	Further decomposition of system into additional modules	Added new classes, updated MIS/MID
O2	MIS/MID contains class hierarchy diagrams	Removed uses diagram (outdated); did

		not replace since MIS/MID document contains superior class hierarchy diagrams for every class
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Design Document (Detailed Design)

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	Get rid of the "should".	Got rid of the "should".
D2	Should say "Figure"	Changed to "Figure"

Other changes:

Change Number	Reason	Change made
O1	Further decomposition of system into additional modules	Updated MIS/MID
O2	User interface diagrams were outdated	Replaced with in-game screenshots

User Guide

Other changes:

Change Number	Reason	Change made
O1	Some hazards not implemented in final version	Removed references to the unimplemented hazards
O2	User experience survey not completed due to time constraints	Removed sections that were to be updated after user experience survey
O3	Legal and copyright info missing (from marking scheme)	Added legal and copyright info
O4	Level scripts implemented	Added instructions for level scripts

Test Report

Changes made in response to Dan's comments:

Change Number	Dan's comment	Change made
D1	What kind of tests did you do for gameplay, sound, etc.? You should describe your methods.	The document is now consistent with the Test Plan. Major revisions made to this section.

Other changes:

Change Number	Reason	Change made
O1	Some hazards not implemented in final version	Removed references to the unimplemented hazards
O2	Summary of Changes section previously blank	Completed the section