

Junior Honours Project 2019-2020 - P2 Progress Report

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Requirements

The purpose of this second handin is to provide a progress report, and “Minimum Viable Product” to demonstrate that your technology will be able to implement the goals of the project. Your report should include a brief discussion (maximum 6 pages) of your progress this semester, including

- Evidence you have followed the Scrum / Agile development model (including your weekly progress reports).
- The currently implemented functionality of your system.
- Any significant changes you have made from your plans laid out in your first submission along with a brief discussion/justification (changes in plan will not be considered a problem or mistake).
- A brief discussion of how your group has interacted with the supergroup.

You may include documents such as weekly meeting reports, user stories, or protocol and game descriptions, in appendixes to your document and these will not count towards the page limit.

Each section of the submission should have a named individual lead author, who takes responsibility for editing the text of that section and ensuring that it complies with Good Academic Practice.

Minimum Viable Product

The term “minimum viable product” in this context means providing a very limited implementation of the major pieces of functionality you expect to need. This should include your progress towards (but is not limited to):

- The language your supergroup is using for specifying games.
- Online play between groups in your supergroup (which verifies that each group is following the rules of the current game), and a list of the games which can play with other members of your supergroup.
- A simple user interface (which will not be marked for user-friendliness in this handin, just functionality).

In this handin, it is much more important your system can do these things

correctly, than that they are done in a user-friendly way, or that all optional features are implemented. In particular you are *not* expected to have completed any user study of any kind for this handin.

This report should not discuss any future plans you have.

Demonstration

You will demonstrate your game functioning at one of your regular meetings with your supervisor. You should also plan in one of your super-group meetings to demonstrate inter-group communication. These demonstrations will not be explicitly marked, but they will be used to check you have implemented the functionality you discuss in your report.

Marking

Each student should submit a shared report representing the work of the whole group along with a short (1/2 page max) individual report, briefly discussing who did what, and any special circumstances.

This handin will be marked using the following mark descriptors:

Mark band	Descriptor
0-6	Little evidence of any progress on the project plan, or discussion of the project.
7-10	A report demonstrating minor progress, with no evidence of SCRUM and no practical functionality.
11-13	A competent progress report addressing most of the requirements above, with basic use of SCRUM and evidence of basic functionality of the project.
14-16	A good progress report with good discussion of the use of SCRUM, and at least three games functional (without inter-group communication).
17-18	An excellent report with a high-quality progress report, good engineering and SCRUM, and a complete “minimum viable product” demonstrating a very basic version of all the required pieces of functionality for the project.

Mark band	Descriptor
19-20	An exceptional report and an excellent demonstration, with all required functionality and one or more features implemented to a high standard.

Lateness

The standard penalty for late submission applies (Scheme B: 1 mark per 8 hour period, or part thereof): <http://info.cs.st-andrews.ac.uk/student-handbook/learning-teaching/assessment.html#lateness-penalties>