**Assessment Part 2 – Guide to Reading**

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***I’m looking for***

**Source code & Executable Files:**

* Supplied with assignment
  + *Details on file structure in ‘!filestructure.txt’, instructions for execution in ‘Metanact – Game Manual’* [SDD Instructions.docx]

**Testing, Evaluating, Maintaining:**

* ‘Metanact – Approaches to Testing’ [SDD Approaches to Testing.docx]
  + *Central document on the topic*

**Instruction manuals, System documentation:**

* ‘Metanact – Game Manual’ [SDD Instructions.docx]
  + *How to execute, play the game & controls etc*
* ‘Metanact – Modifying the game’ [SDD Approaches to Testing.docx]
  + *Dev guide on the procedures involved in adding new content, changing the game*
* ‘Project File Structure’ [!filestructure.txt]
  + *Describes the arrangement of files in the project*

**Logbook:**

* ‘SDD Major Project Log’ [SDD Major Project Log.docx]
  + *Logbook, updated routinely*

**Project Report & Evaluation:**

* ‘Metanact – Project Evaluation’ [SDD Evaluation.docx]
  + *A summary of the project, explores whether it met design criteria*
* ‘What randoms from the internet had to say about Metanact
  + Posts from various forums concerning Metanact’s crowdfunding campaign.

**Ethical issues:**

* ‘SDD Third Party Resources’ [SDD Third Party Resources.docx]
  + *Describes the third party resources used and their licenses*
* ‘Metanact – Project Evaluation’ [SDD Evaluation.docx]
  + *Explores some ethical issues to do with security*

**PART 1 is also included; as some parts have been updated since submission**

**Problem definition and feasibility:**

* ‘The Problem, Objectives, Boundaries and Feasability’ [SDD Formal specifications.docx]
  + *Main document on the topic*
* ‘Metanact – Programming TODO’ [Metanact - TODO.docx]
  + *Contains more detailed design decisions*

**Gantt Chart:**

* ‘Project Timebase - Outline’ [SDD Gantt.pptx]
  + *Contains an initial estimate as well as an updated timebase as of now.*

**Modelling diagrams:**

* ‘Engine Architecture – Pre-modification’ [SDD Engine Architecture Pre-Mod.docx]
  + *Contains a high-level UML diagram of the game’s underlying engine*
* ‘Menu System – Inside Seb’s mind’ [SDD Menu System.docx]
  + *Contains a hybrid structure chart of the game’s menu system*

**Storyboard:**

* ‘Metanact – UI Outline’ [drawing attached]
  + *Difficult to storyboard a game where levels are randomly generated, however these were my initial UI sketches before working on the game.*
* ‘Metanact - Story Draft’ [Metanact - Story Draft.docx]
  + *Not so much a story ‘board’, but still relevant to this section. Once the campaign story is perfected each scene will be storyboarded.*

**Data dictionary:**

* ‘CORE ENGINE VARIABLES’ [SDD Engine Vars.docx]
  + *Heavily commented list of variables used in the game engine*
* ‘Project File Structure’ [!filestructure.txt]
  + *Describes the arrangement of files in the project*
* ‘Menu System – Inside Seb’s mind’ [SDD Menu System.docx]
  + *Describes and justifies a class/variable architecture used the menu system*
* ‘Tag List – Pre Modification’ [SDD TagList - Premod.docx]
  + *A list of possible tags that can be assigned to entities (slightly out of date, will be updated on engine completion).*