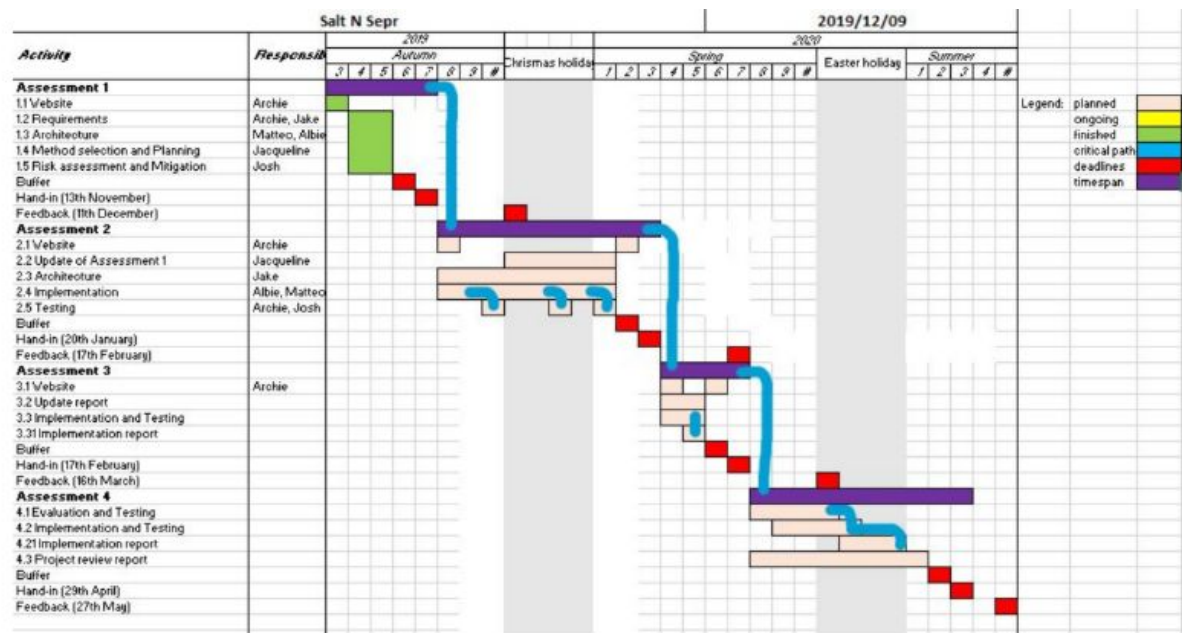


1. Change Report

1.1 Gnatt Chart

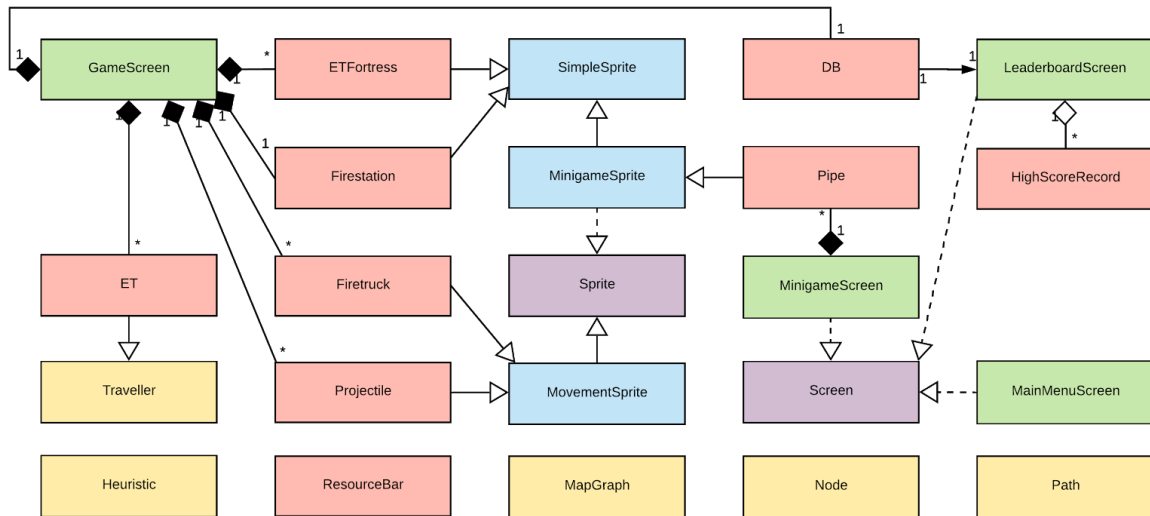


1.2 Change Register

Change ID	Change Request	Description	Requirement Reference(s)	Ownership	Date of Initiation	Last Review Date	Priority	Impact on Project	Target Close Date	Status
REQ_1	Remove Requirement : OPEN_SHOP	After discussing with team members and the stakeholders, this requirement has now been deemed unnecessary as it may hinder progress of essential functionality and its priority is shown as May, the lowest priority, in the requirements specification.	OPEN_SHOP	Lillian Coullas	22/01/2020	29/01/2020	M	L	31/01/2020	Approved - Closed
REQ_2	Remove Requirement : BUY_ITEM	After discussing with team members and the stakeholders, this requirement has now been deemed unnecessary as it may hinder progress of essential functionality and its priority is shown as May, the lowest priority, in the requirements specification.	BUY_ITEM	Lauren Quarshie	22/01/2020	29/01/2020	M	L	31/01/2020	Approved - Closed
REQ_3	Remove Requirement : OPEN_SHOP_FUNC	This requirement is directly derived from OPEN_SHOP, a now deleted requirement. Therefore this requirement must also be removed to ensure traceability.	OPEN_SHOP_FUNC OPEN_SHOP	Lauren Quarshie	22/01/2020	29/01/2020	M	L	31/01/2020	Approved - Closed
REQ_4	Remove Requirement : BUY_ITEM_FUNC	This requirement is directly derived from BUY_ITEM, a now deleted requirement. Therefore this requirement must also be removed to ensure traceability.	BUY_ITEM_FUNC BUY_ITEM	Lillian Coullas	22/01/2020	29/01/2020	M	L	31/01/2020	Approved - Closed
REQ_5	Add Requirement : FORTRESS_IMPROVEMENT	The improvement of fortresses over a period of time is explicitly mentioned in the product brief, and is therefore an essential requirement.	FORTRESS_HEAL DESTROY_ENTITIES	Lillian Coullas	22/01/2020	29/01/2020	H	H	31/01/2020	Approved - Closed
REQ_6	Remove Use Case : Purchase Item from shop	This Use Case was associated with requirements that are no longer part of the requirements specification.	BUY_ITEM_FUNC BUY_ITEM	Lauren Quarshie	22/01/2020	29/01/2020	L	L	31/01/2020	Approved - Closed
REQ_6	Remove Use Case : Purchase Item from shop	This Use Case was associated with requirements that are no longer part of the requirements specification.	BUY_ITEM_FUNC BUY_ITEM	Lauren Quarshie	22/01/2020	29/01/2020	L	L	31/01/2020	Approved - Closed
REQ_7	Add Requirement : DESTROY_STATION	It is explicitly mentioned in the product brief that after a fixed amount of time following the first attack to a fortress, ET patrols figure out destroy the Fire Station. It is a core requirement.	RETURN_HOME CREATE_ENTITIES	Lauren Quarshie	22/01/2020	29/01/2020	H	H	31/01/2020	Approved - Closed
REQ_8	Add Requirement : LOSE_GAME	Explicitly mentioned in the product brief that the game is lost if all the fire engines are destroyed by ETs.	VARIED_TRUCKS CREATE_ENTITIES	Lillian Coullas	22/01/2020	29/01/2020	H	H	31/01/2020	Approved - Closed
REQ_9	Add Requirement : MINIGAME	Explicitly mentioned in the product brief that there must be an embedded mini-game, different in style from the main game, but aligned to the theme of the main game.	MENU_GAME_ACCESSIBILITY	Lauren Quarshie	22/01/2020	29/01/2020	H	H	31/01/2020	Approved - Closed
SOF_1	Minigame functionality addition	Make the minigame accessible from the main menu, as it is a user requirement.	MENU_GAME_ACCESSIBILITY	George Lesbirel	28/01/2020	04/02/2020	H	M	14/02/2020	Approved - Closed
SOF_2	Implementation of minigame	A stakeholder requirement in the product brief. Must be implemented for Assessment 3.	MENU	Muaz Aitf	22/01/2020	04/02/2020	H	H	14/02/2020	Approved - Closed
SOF_3	Implementation of alien patrols	A stakeholder requirement in the product brief. Must be implemented for Assessment 3.	CREATE_ENTITIES DESTROY_ENTITIES	Muaz Aitf	22/01/2020	04/02/2020	H	H	14/02/2020	Approved - Closed
SOF_4	Implementation of a settings functionality	The user will be able to edit game settings such as brightness or volume.	GAME_ACCESSIBILITY	Cheuk Wang Wu	22/01/2020	04/02/2020	L	L	14/02/2020	Rejected - Closed

2. Implementation Report

2.1 UML Diagram



Colour coded, so each class in the same package has the same colour background.
Only the class names are included as this diagram is just to show that the relations between classes remain the same as in the previous assessment.