

Updated Key Tasks

Other components remained unchanged.

| Task Title | Sub Task | Description |
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| Website | All the project-related Assessment 3 deliverables, as well as the Assessment 1 and 2 versions | The deliverables should be uploaded to the website, available to view and download, alongside the documents for 1 and 2. |
| | The website must contain the download link to the executable for the game; | The website must contain the download link to the executable for the game |
| | Must contain test plan and testing results | There must be a web page displaying our, updated, testing report and test plan. This should include statistics and a clear representation of the results. |
| | Link/Display of user manual | There should be an editable source user manual and a PDF that can be viewed online and downloaded. |
| Change Report | Briefly summarise the team's formal approach(es) | We should outline any changes that have happened in the deliverables, documentation, code and overall changes to management. This should be clearly presented and written about. |
| | The testing report: methods and approaches, materials or presentation of tests and testing statistics | There should be a clear explanation and justification of changes made. There should be urls of the pages where the updated material can be found. If there are no significant changes, we must comment on why this is so. The changes to the test report must contain a clearly present the tests run and the statistics. The methods and planning section must show any changes made to development methods/tools, management and a plan for |

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| | | assessment 4 (the updated plan must be linked to on the site) |
| Implementation and Report | Provide documented code for a working implementation of the game | We must provide well documented code the the latest implementation of the game that meets the requirements, remit and the concrete architecture for assessment 3. We should highlight the new pieces of code. This can be submitted via a zip file or link to repo on the site. |
| | Explain how the code implements the architecture and requirements outlined for Assessment 3. | We must explain how the code implements the architecture and requirements we had planned out. We must cover any new features, such as data types, structures and algorithms. A systematic report explaining each change is also required. These explanations must link to the requirements and architecture. There should be a clear statement on what is now left for assessment 3 that aren't complete. |
| Software tasks | Minigame | Create the minigame |
| | Finish graph implementation | Using the Maploader, make aliens and firetrucks follow the path to refill automatically |
| | Finish alien implementation and patrols | Introduce patrols using the graph implementation, make defensive aliens stay in perimeter of towers |
| | Game over screen | No game over screen has been implemented. Using the game screens this can be implemented |