CARRONADE

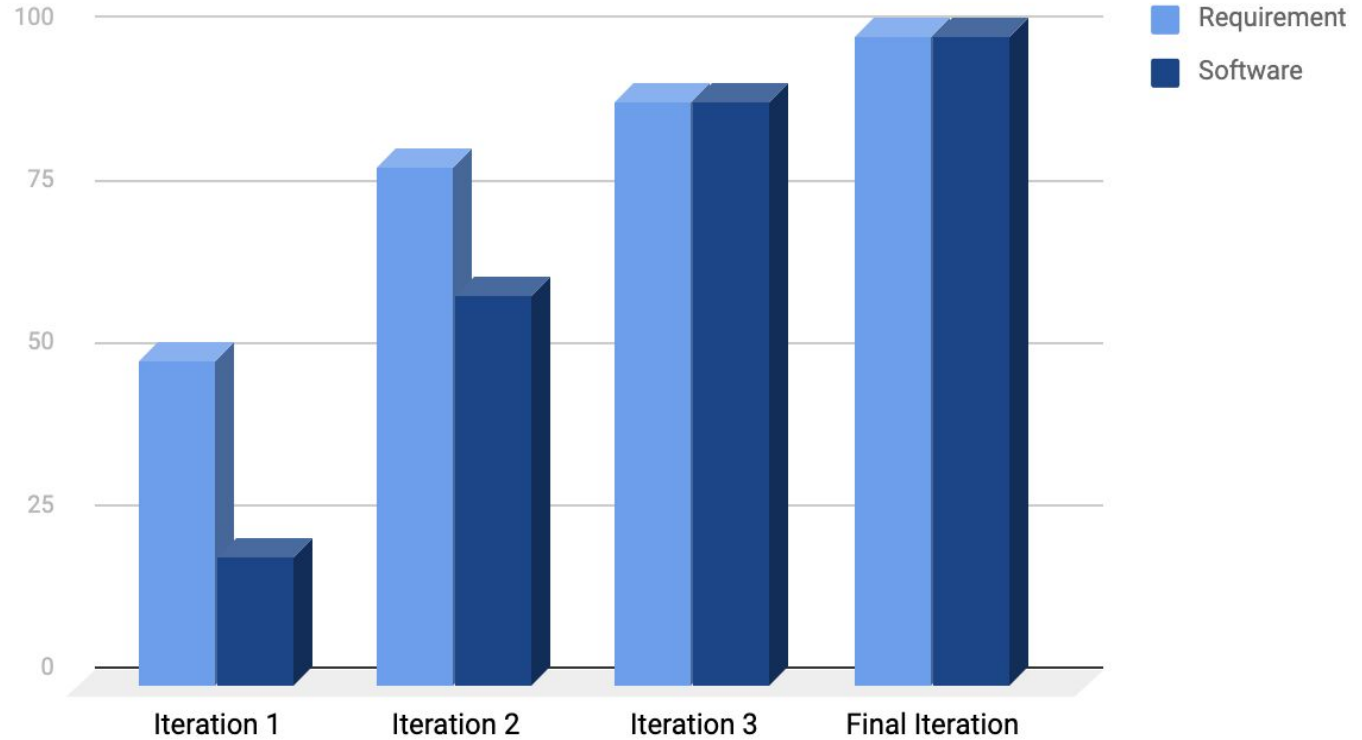# Team 7
Final Iteration

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Carronade at Final Phase

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Final Iteration:
- Settings Menu
- High Score Tracking
- Game sound
- Every requirement is fulfilled
- Fixing bugs and faults based on the feedbacks from users
- Thorough Inspection of Test Cases

Inputs and Outputs for Carronade

Input	Output
Keyboard Button (W, A, S, D)	On the play screen, Player moves up/left/right/down respectively
Keyboard Button (R)	On the play screen, Resets the game
Keyboard Button (Shift)	On the play screen, Player's given "movement skill" activates
Keyboard Button (P)	On the play screen, Pause the game
Keyboard Button (ESC)	On the main menu, Exit the game.
Play Button Clicked	Game switches screens to Selection Menu
Edit Button Clicked	Game switches screens to Settings Menu

Top 5 Risks experienced in the final iteration

No.	Risks	RE	Mitigation Plans
1	Changes in the functional requirements based on customer feedback.	RE = 0.4 * 20 = 8 hrs	To mitigate this risk we have planned early for any possible changes in the game functionality.
2	Exceeding the deadline to complete the project i.e project not completed on time.	RE = 6 hrs	Making a good planning on project timeline for each iteration would solve the problem.
3	A member getting sick.	RE = 1.5 hrs	Healthy living environment and social distancing practice would mitigate the risk.

Top 5 Risks

No.	Risks	RE	Mitigate (How / When ?)
4	Communication and documentation difficulties due to network outage around team member's area.	RE= 0.5 hrs	Strong communication throughout the class project using mediums like phone/text.
5	Poor programming practices leading to memory leaks and slowing down the user's machine; occurance of bugs.	RE= 0.25 hrs	Careful and thoughtful use of documentation and available resources can mitigate the probability of the risk during each iteration.

Requirements Implemented / Updated

Req. ID	Requirements / Features	Functional/Non-Functional	Implementation Planning	Updated/ Implemented
R3	The Player shall be able to mute the sound of the game.	Functional	Final	Implemented
R10	The Player shall be able to change the graphical settings of the game.	Functional	Final	Deleted
R13	The system shall inform if a high score is reached.	Functional	Final	Implemented
R16	The system shall have a settings menu.	Functional	Final	Implemented

USE-CASE

Name : Use Case 3 - Open Settings Menu

Actors: Players/Users

Precondition: The User should be on the Main Menu or Game Screen (Paused).

Main success scenario:

1. The User clicks the Settings menu.
2. The settings menu is loaded.
3. The system loads up all the settings.

Extensions:

1.a) The system fails to load the main menu.

- The system tells the actor that an error has occurred and suggests restarting the game itself.

3.a) The system fails to load the new settings

- The system loads default settings, overriding the new settings.

Post-conditions:

- The settings are shown and properly applied as set by the user.

Users and Customers

1. Generally, all the users who play this game are our customers.

2. Feedbacks from colleagues.

3. Provided online form to get feedback.

4. Friends with knowledge about virtual games.

Feedback Form Link :
https://docs.google.com/forms/d/1gOk0dKiikkQX1ZCqF1bi2OECEzeQk
ECwEsNzYwsbID4/edit#responses

GitHub Link :
https://github.com/udhungana/team7cse3311
Carronade Version 0.3

Final Play Screen

Play Screen

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References

1. https://commons.wikimedia.org/wiki/File:Carronade_12_pounder.jpg

2. **https://github.com/udhungana/team7cse3311**

3. https://mspoweruser.com/subway-surfers-updated-with-new-york-city-world-tour-in-windows-phone-store/

4. https://www.malavida.com/en/soft/jetpack-joyride/iphone/#gref

5.

Questions?