1.0 Assessment 2
1.1 Architecture
Start Date: 9th of November
Deadline: 30th of November

Architecture Review
Time Estimate: 2 days
Review previous architecture as a team, try to identify any possible issues and ensure that the structure is as modular and simple as possible. Note these changes along with their justifications.

Consideration
Time Estimate: 2 days
Now consider the implementation language and whether this structure may need to be adapted to accommodate for language word. Make any adaptations and note these changes.

Methods
Time Estimate: 2 days
Consider what functions are required for each class, design the structure of said functions (i.e. publicity, parameters and outputs).

Peer Review
Time Estimate: 1-3 days
Period of peer review, make any edits if need be.

Sequence Diagram
Time Estimate: 2 days
Create a sequence diagram representing the game, if anything is missing add the functionality to relevant classes.

Write Up
Time Estimate: 7 days
Complete the documentation and ensure that everything is clear and within page limits.

Peer Review
Time Estimate: 1-3 days
Period of peer review, make any edits if need be.

1.2 GUI Report
Start Date: 9th of November
Deadline: 23rd of November

Research
Time Estimate: 5 days
Research into the design of GUIs, also reference similar games. Developing an idea of how everything would appear.

Paper Prototypes
Time Estimate: 1 days
Paper prototype the GUI.

Elicitation
Time Estimate: 2-3 days
Discuss the vision with the client (using the prototype). If the client is unhappy modify the designs and return with re-advised designs.

Write Up
Time Estimate: 4 days
Complete the documentation and ensure that everything is clear and within page limits.

1.3 Implementation and Report

Start Date: 23rd of November
Deadline: 17th of January

Initial Discussion
Time Estimate: 1 day

> As a group decide on the initial features of the game that should be implemented first. Break the team up into agile packs that each have defined tasks to complete with deadlines.

Sprint 1
Time Estimate: 7 days

> Implement the discussed features in packs and make use of pair programming and frequent meetings (scrums).

Review Sprint 1
Time Estimate: 1 day

> The whole team will meet up and discuss the progress made so far. Any issues will be voiced and appropriate action will be taken. Planning for the next sprint will take place and the packs will have the next set of tasks to work on.

Sprint 2 (Christmas sprint)
Time Estimate: 6 weeks

> This sprint will take place over the Christmas period and so regular online meetings within packs will take place. Whole team meetings will also occur during this time to ensure everyone is happy and making progress.

Review Sprint 2
Time Estimate: 2-3 days

> The whole team will meet up and discuss the progress made over the Christmas period. As this sprint was over a month long we will take several days to review it in detail. We will discuss the tasks for the final sprint of assessment 2.

Write Up
Time Estimate: 7 days

> The write up for the implementation report will begin towards the final stages of assessment 2.

Sprint 3
Time Estimate: 7 days

> Implement the discussed features in packs and make use of pair programming and frequent meetings (scrums).

Review Sprint 3
Time Estimate: 1 day

> The whole team will meet up and discuss the progress made and start to wrap up implementation for this assessment.

1.4 Test Report

Start Date: 30th of November

Deadline: 17th of January

Research

Time Estimate: 5 days

The team will research standard testing methods and decide which of these will be used for this project.

Testing

Time Estimate: 7 weeks

As the agile packs implement features of the game, they will also carry out the appropriate testing at the same time. This will be documented in the standard way for our chosen method. During scrums testing will also be discussed to ensure all pacos are testing correctly.

Write Up

Time Estimate: 7 days

The write up will bring all of the tests together into an appropriately formatted document.

1.5 Review Assessment 2
Start Date: 17th of January
Deadline: 20th of January

Review
Time Estimate: 3 days
As a team each document will be read and any faults found will be corrected. The documents will be put into a consistent format.

Submission
Time Estimate: 1 days
The team will submit the required documents for marking, and the website contents will be updated.

2.0 Assessment 3
2.1 New Project Review
Start Date: 20th of January
Deadline: 31st of January

2.2 Change Report
Start Date: 31st of January
Deadline: 21st of February

2.3 Implementation & Report
Start Date: 31st of January
Deadline: 21st of February

2.4 Review Assessment 3
Start Date: 21st of February
Deadline: 23rd of February

3.0 Assessment 4
31 New Project Review
Start Date: 23rd of February
Deadline: 28th of February

3.2 Architecture Report
Start Date: 28th of February
Deadline: 7th of April

3.3 Implementation & Report
Start Date: 7th of March
Deadline: 3rd of April

3.4 Traceability Report
Start Date: 3rd of April
Deadline: 10th of April

3.4 Evaluation & Testing Report
Start Date: 27th of March
Deadline: 10th of April

3.5 Project Review Report
Start Date: 10th of April
Deadline: 26th of April

3.6 Review Assessment 4
Start Date: 26th of April
Deadline: 4th of May