

Updates on Assessment 1 Deliverables

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Updated requirements

Given the fact that the specification for the game did not change and the scope of the game did not increase (risk 4) there were minimal changes to the overall requirements. Any feedback from the first assessment was taken on board to try and make the necessary changes to improve the documents.

Firstly, it was found that some requirements had been omitted from the initial requirements [1], such as req 2.19 which specifies that “there should be a realistic AI controlling the ships”. By adding these requirements, as seen in our updated requirements document [2], it allowed the development team to become more focused and solved any ambiguity in development.

In addition to this, some requirements required an alteration due to their lack of testability. This was brought to attention after the the assessment 1 feedback and, after reviewing the requirements as a team, lead to a couple necessary changes in order to remove any ambiguity in the requirements. For example requirement 2.6 has been altered in order to enable the team to more accurately define an ‘element of skill’.

In general, it was found that there was a large amount of design pollution within the initial requirement specification as the team had been overly specific with certain requirements, making certain features rather hard to implement (such as req 2.3). To rectify this mistake, certain requirements were reworded to make their implementation slightly easier. By doing this, it ensured that the feature was still implemented, yet the developers had less restrictions in the method of doing so.

Furthermore, it was decided to remove requirement 2.9 altogether. It was previously labelled as a stretch requirement should the team have extra time to implement it. However, upon further reflection it was decided that the requirements document was not a good location to keep note of such features.

Method, plans update

Due to the meticulous planning done within assessment 1, it was found that the plan for the project remained comprehensive enough without making any major changes. The team still followed a collaborative agile method, however it was clear that certain jobs were better suited for certain team members. Due to this, the workload was roughly split into 3 different categories: The implementations of game mechanics (coding), the development of graphics, and the documentation of the group's progress. This meant that whilst there was a large backlog of tasks open to the team to choose from, certain members opted to focus on the tasks which were most applicable for their skillset. These tasks roughly related to the team roles allocated in the previous method plan. These changes can be seen in our updated planning document [3]

Whilst the Gantt charts were roughly accurate to the flow of the teams work, they were found to be rather limiting with the agile method. This meant that there was much more overlap than expected, with some aspects being completed in a different order and a different timeframe than originally planned. Additionally, updating our original documents for Assessment 2 took longer than expected, therefore, it has become clear that we will need to allocate more time for this in later submissions. It was decided to update the Gantt charts [4][5][6] in order to reflect this change.

Similarly, it was found that all the tools chosen originally remained optimal throughout assessment two, and each team member was content without any new additions or alterations.

Risk assessment and mitigation update

The risk assessment we produced for assessment 1 [7] was still appropriate as we proceeded onto assessment 2. The table format used is easy to understand, with each row providing useful information about each risk and which team members are responsible for each risk. This is followed up with the likeliness and impact of each risk as well as how to mitigate the potential risk, helping to reduce any risk arisal. This means only minor updates are needed in this section of the documentation.

One development needed in this document is a process for updating the risk register throughout the project. This development has becomes necessary due to further risks being found during the project that were not previously thought of and thus not put into the original document. For this reason as well as the assessment 1 feedback suggesting we implement an updating process, we have specified a method for updating the risk and mitigation table with any new risks that we come across throughout the project or any new potential risks that we may discover when progressing through the project. This method is in keeping with that previously used for the assessment 1 document as we have decided that method works well for us as a team. These updates can be seen in the updated document [8].

References

- [1] Element of SEPRise!, Initial (Assessment 1) Requirements [Online] Available:
<https://sepr4.github.io/web/submission/assessment1/Req1.pdf> [Accessed 5th Nov. 2018]
- [2] Element of SEPRise!, Updated Requirements [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/Req2.pdf> [Accessed 1 Jan. 2019]
- [3] Element of SEPRise!, Updated Method Selection and Planning [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/Plan2.pdf> [Accessed 1 Jan. 2019]
- [4] Element of SEPRise!, Updated Gantt Chart Assessment 3 [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/gantt/Ass2.png> [Accessed 1 Jan. 2019]
- [5] Element of SEPRise!, Updated Gantt Chart Assessment 3 [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/gantt/Ass3.png> [Accessed 1 Jan. 2019]
- [6] Element of SEPRise!, Updated Gantt Chart Assessment 3 [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/gantt/Ass4.png> [Accessed 1 Jan. 2019]
- [7] Element of SEPRise!, Initial (Assessment 1) Risk Assessment [Online] Available:
<https://sepr4.github.io/web/submission/assessment1/Risk1.pdf> [Accessed 5th Nov. 2018]
- [8] Element of SEPRise!, Updated Risk Assessment [Online] Available:
<https://sepr4.github.io/web/submission/assessment2/updated/Risk2.pdf> [Accessed 1 Jan. 2019]