Updated Methods and Plan

Development Method

The development method selected by the previous team was an agile approach. Agile development methods are something which we as a team are familiar with, furthermore, we felt that the development of this game would still benefit from the use of an agile method. We therefore decided that continuing to use the agile method described by the previous team[1] would be the optimal choice in this scenario.

Development Tools / Systems

Version control
For version control, we continued to use Git VCS alongside Github as this is something which the group is familiar with and something which we believed to be the best choice for this implementation. This tool was well documented by the previous team.

File Sharing
For file sharing, we again decided to remain with the original teams decision of using Google Drive to share documents as this is the perfect system for our needs and is something which we had already set up prior to taking over the new project. This was once again well documented by the previous team.

Communication / Team Management
For General communication, just as the previous group, we used Facebook Messenger to remain in contact throughout the duration of the project.
For delegating tasks, tracking their progress and generally managing the team, we used JIRA a management tool aimed at Agile teams. The tool allows us to: create a backlog of tasks; set deadlines for when the task must be completed and assign a team member to complete it. These tasks can then be moved between five different sections depending on their progress: "to do" if no progress has been made on the task; "in progress" if it is currently being worked on; "blocked" if it cannot be completed due to a prior task being a prerequisite and complete if the task is done; "code review", for if the task required the implementation of code which needed to be reviewed and merged to the master branch before being marked complete; "done" if the task has been completed. Finally, Jira can produce statistics on the work of all team members therefore we can review how everyone is working and provide support to any team members that may be falling behind. Furthermore, this is a system which the team is familiar with.

Planning
To plan how we will spend our time during each assessment we produced Gantt charts using ProjectLibre. This software was chosen, over an alternative like Microsoft Excel, as it produces the chart automatically after inserting the data. Whereas with Excel we would have

to manually produce the chart by colouring cells. The Gantt charts will then be used in tandem with JIRA by setting tasks, and their deadlines, based on what needs to be completed for when in accordance with the Gantt chart.

Implementation
For the implementation of our project we continued to use the same software used by the previous team. For the game itself, we used Unity, a comprehensive suite designed for creating games. However, there was a learning curve for the majority of the team as this was software in which they were unfamiliar.
For the implementation of the code for the game, we used Visual Studio. Visual Studio is a powerful IDE and intuitive programming platform which is designed to work perfectly with C#, the language used in this implementation.

Graphic Design
The previous team did not specify what software they used to create the assets for the game, therefore we stuck to using the programs and apps we were familiar with.
- Procreate - an iOS app for hand drawing all the UI components and icons
- Photoshop - to produce mock ups of the final design and to create the more complex assets for the game

Updated Assessment 4 Planning

Since the previous team that developed the game also used the same Agile framework, their original planning[1] for Assessment 4 was in line with our methods of work and scheduling of the tasks. Therefore the content and structure of the plan has been modified very little.

Two main tasks were added regarding the presentation of the product developed during Assessment 3, additionally the task regarding the Architecture Report has been anticipated to the first week of work, just before the implementation of the code starts, because we aim at finalizing the architecture of the software before implementing the new requirements.

Additionally the Gantt Chart has been recreated using Libre Project, to have a more detailed visual representation of the tasks and display relevant information more accurately.

Explanation of format

The main tasks are in bold and are made of several subtasks, which were identified using a Work Breakdown Structure. Each task is associated with a starting date, a finishing date and a priority, which were all established during several team discussions. Priority is denoted by a 1 to 5 scale where 1 is the lowest priority and 5 is the highest. An additional main task, called Revision of Plan, that covers the entire project has also been added to underline the fact that we will continuously evaluate our plans and methods, with the aim of improving the team's effectiveness and making sure to prevent and address any issues that arise. The revision of plan will also be needed because the established lengths of the tasks are just an estimation of the time needed to complete them, which may not respect the actual time that will be required.

Task dependencies are indicated by black arrows, while the critical path is highlighted in red on the Gantt chart. Non-work time is represented by the greyed out area.

Assessment 4 Gantt Chart
The chart [2] covers a time span of 6 weeks, starting on the deadline of Assessment 3 (19/02/2018) and finishing on the deadline of Assessment 4 (2/05 /2018).
The period of eight days, from the 26th of March to the 2nd of April, has been allocated as non-work time, because most team members will be on holiday and to take a break from the project.

References

[1] SEPR "Method selection and planning document" Lazer Dolphin Games [Online].
     Available: https://sepr-team-margaret.github.io/content/Plan1U2.pdf [Accessed: Feb.
     14, 2018].

[2] SEPR "Updated Gantt Chart Assessment 4" Risky Developments [Online]. Available:
     http://www.riskydevelopments.co.uk/documents/UpdatedGanttChartAssessment4.png [Accessed: Feb. 18 2018]