

Change Report

Team 7: Bermuda Digital Entertainment

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a)

Our team made use of technologies that would automatically record changes to help facilitate change management.

For deliverables, we uploaded the original files to Google Drive and only made modifications within there, as the history viewing function in Google Docs will show the original version as well as subsequent changes and who they are attributed to. We also created a table where we summarised the changes made which can be viewed below.

For code and the website, we used GitHub, as all changes can be seen in the commit history.

b)

Document	URL	Summary of changes and justification
Requirements	Google Docs: https://docs.google.com/document/d/1FrDldUDEZ8_QTIM6fGDrXV5IYZbbPtgrc5ZwaH_ag4E/edit?usp=sharing PDF: https://bermuda-digital-entertainment.github.io/documents/Req2.pdf	Requirement documentation was updated based on the assessment needs. <ul style="list-style-type: none">• Added a requirement Implement support for different levels of difficulty. FR.DIFFICULTY_LV• Added a requirement that allows the user to pick up power ups during the gameplay. UR.POWER_UP• A requirement that facilitates the user to combat with enemy ships. UR.ENEMY_SHIP• A requirement for player to encounter bad weather UR.BAD_WEATHER• Added requirement for Obstacles to be present UR.OBSTACLES• A requirement to save the game progress. UR.SAVE_GAME• A requirement to spend plunder on various things. UR.SHOP• Added a requirement for modularisation of code to aid unit testing. NFR.MODULARISE• Removed the requirement for

		<p>music to be present in the game to fit the customer feedback who specified to us there is meant to be no music.</p> <ul style="list-style-type: none"> • Added requirement for the help screen UR.HELP • Added requirement for unit tests to be included with the software NFR.UNITTEST
<p>Abstract and concrete architecture</p>	<p>Google Docs: https://docs.google.com/document/d/1NiLdMioSwO9WWIH0oRWenPxUxpVRPmrNv-rDjiB4Pg/edit?usp=sharing</p> <p>PDF: https://bermuda-digital-entertainment.github.io/documents/Arch2.pdf</p>	<ul style="list-style-type: none"> • Updated the abstract UML class diagram by adding the new classes and relations to show how it was planned to meet the requirements shown in the requirement docs. • Updated the state diagram to present the new states of the game the player will go through and the screens they will interact with. • Added more classes and relations to the concrete UML class diagram to present the final architecture of the software. • Updated the concrete inheritance diagram to show the new inheritance relations of the newly added classes and the packages.
<p>Method Selection and Planning</p>	<p>Google Docs: https://docs.google.com/document/d/1uCp2yN_Dp23BGvmxoWe_BsoTQ4SI_3WWmyQiNNYConU/edit?usp=sharing</p> <p>PDF: https://bermuda-digital-entertainment.github.io/documents/Plan2.pdf</p> <p>Updated Plan: https://bermuda-digital-entertainment.github.io/assessment2</p>	<ul style="list-style-type: none"> • Changing the methodology section to describe our team's approach as this differed from the other team's due to our existing experience • Removing the section about screen sharing as our team found no need for this and writing an explanation why • Making a note about Google Drive helping with change management as this has become relevant in Assessment 2 • Using Github Issues instead of Trello because we were more familiar with the former

	<p>/plan</p>	<p>and both have near identical functionality for this use case</p> <ul style="list-style-type: none"> ● Removed Team 14's weekly plan as it is irrelevant to Assessment 2 and wrote about our team's strategy instead ● Changed the links in the bibliography to point towards the new website and added links to the tools we used ● Changed development tools to reflect our practices and justified why we didn't use IntelliJ ● Since our approaches to team organisation and planning differed, most of part b and c were rewritten and only parts where we agreed were kept
<p>Risk Assessment</p>	<p>Google Drive: https://docs.google.com/document/d/1qKLzblG7yIO7Lwk8hjTH-CicsVu67VYzNAr31IZE_QA/edit?usp=sharing</p> <p>PDF: https://bermuda-digital-entertainment.github.io/documents/Risk2.pdf</p>	<ul style="list-style-type: none"> ● Reformatted the table to add more information due to page limit ● Added a person in charge of mitigating each risk, because this is an essential part of a risk assessment but was not present, and the team managing the project has changed ● Added risks 014 and 015 due to extended requirements in Assessment 2 ● Removed risk 000 as it was no longer relevant since the tool selection phase of the project has passed ● Part a was not changed because we kept the same table format and level of detail as Team 14 did.