

Task	Priority	Autumn Term					Christmas Holiday					Spring Term										Easter Holidays				Summer Term				
		DL	8	9	10	1	2	3	4	5	1	2	3/DL	4	5	6	7/DL	8	9	10	1	2	3	4	1	2	3	DL		
		07/11	12/11	19/11	26/11	03/12	10/12	17/12	24/12	31/12	07/01	14/01	21/01	28/01	04/02	11/02	18/02	25/02	04/03	11/03	18/03	25/03	01/04	08/04	15/04	22/04	29/04	01/05		
Assessment 2																														
Website	Low																													
1.1 Link Assessment 1 & 2 Deliverables																														
1.2 Link Game Executable																														
1.3 Link Executable Test Plan & Test Results																														
1.4 Link User Manual	High																													
Architecture Report																														
2.1 Concrete architecture showing structure of code																														
2.2 Justification for concrete architecture																														
Implementation and Report	High																													
3.1 Creation of game graphics																														
3.2 Programming of required features																														
3.3 Documented code for working implementation																														
3.4 State features not fully implemented	High																													
Software Testing Report																														
4.1 Summarise/Justify testing methods and approaches																														
4.2 Brief report on test runs, failures adnd results																														
4.3 Provide URLs for testing materials	Medium																													
Updates on Assessment 1																														
5.1 Requirements																														
5.2 Method and planning																														
5.3 Risk assessment and mitigation	High																													
Assessment 3																														
Website		Low																												
1.1 Links Assessment 1, 2 & 3 Deliverables																														
1.2 Link Game Executable																														
1.3 Link Executable Test Plan & Test Results																														
1.4 Link User Manual	High																													
Change Report																														
2.1 Summary of approach to change management																														
2.2 Explain/Justify changes to testing report																														
2.3 Explain/Justify changes to method and plans	High																													
Implementation and Report																														
3.1 Documented code for working implementation																														
3.2 Explain architecture and requirements																														
3.3 Explain/justify significant changes to previous software	Medium																													
Assessment 4																														
Assessed Presentation		Medium																												
1.1 Introduction of game and team																														
1.2 Explanation of game mechanics and architecture																														
Evaluation and Testing Report	High																													
2.1 Explain/Justify approach to evaluation and testing																														
2.2 Explain modifications to testing approach/materials																														
2.3 Explain how you accommodated changes for Assessment 4																														
2.4 Comment on how product meets requirements	Medium																													
Implementation and Report																														
3.1 Documented code for working implementation																														
3.2 Summarise how software changes incorporate requirment changes																														
Project Review Report	High																													
4.1 Summarise approach to team management																														
4.2 Summarise selected software engineering methods																														