

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		High																												
Implementation and Report																														
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 and results																														
4.3 Provide URLs for testing materials		Medium																												
Updates on Assessment 1																														
5.1 Requirements																														
5.2 Method and planning		High																												
5.3 Risk assessment and mitigation																														
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		Medium																												
3.3 Explain/Justify significant changes to previous software																														
Assessment 4																														
Assessed Presentation		Medium																												
1.1 Introduction of game and team																														
1.2 Explanation of game mechanics and architecture		High																												
Evaluation and Testing Report																														
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		Medium																												
2.4 Comment on how product meets requirements																														
Implementation and Report		High																												
3.1 Documented code for working implementation																														
3.2 Summarise how software changes incorporate requirement changes		High																												
Project Review Report																														
4.1 Summarise approach to team management		Medium																												
4.2 Summarise selected software engineering methods																														