

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		[Dark Blue Bar]																											
Website		[Dark Blue Bar]																											
1.1 Link Assessment 1 & 2 Deliverables	Low	[Dark Blue Bar]																											
1.2 Link Game Executable		[Dark Blue Bar]																											
1.3 Link Executable Test Plan & Test Results		[Dark Blue Bar]																											
1.4 Link User Manual		[Dark Blue Bar]																											
Architecture Report		[Dark Blue Bar]																											
2.1 Concrete architecture showing structure of code	High	[Dark Blue Bar]																											
2.2 Justification for concrete architecture		[Dark Blue Bar]																											
Implementation and Report		[Dark Blue Bar]																											
3.1 Creation of game graphics	High	[Dark Blue Bar]																											
3.2 Programming of required features		[Dark Blue Bar]																											
3.3 Documented code for working implementation		[Dark Blue Bar]																											
3.4 State features not fully implemented		[Dark Blue Bar]																											
Software Testing Report		[Dark Blue Bar]																											
4.1 Summarise/Justify testing methods and approaches	High	[Dark Blue Bar]																											
4.2 Brief report on test runs, failures and results		[Dark Blue Bar]																											
4.3 Provide URLs for testing materials		[Dark Blue Bar]																											
Updates on Assessment 1		[Dark Blue Bar]																											
5.1 Requirements	Medium	[Dark Blue Bar]																											
5.2 Method and planning		[Dark Blue Bar]																											
5.3 Risk assessment and mitigation		[Dark Blue Bar]																											
Assessment 3		[Dark Green Bar]																											
Website		[Dark Green Bar]																											
1.1 Links Assessment 1, 2 & 3 Deliverables	Low	[Dark Green Bar]																											
1.2 Link Game Executable		[Dark Green Bar]																											
1.3 Link Executable Test Plan & Test Results		[Dark Green Bar]																											
1.4 Link User Manual		[Dark Green Bar]																											
Change Report		[Dark Green Bar]																											
2.1 Summary of approach to change management	High	[Dark Green Bar]																											
2.2 Explain/Justify changes to testing report		[Dark Green Bar]																											
2.3 Explain/Justify changes to method and plans		[Dark Green Bar]																											
Implementation and Report		[Dark Green Bar]																											
3.1 Documented code for working implementation	High	[Dark Green Bar]																											
3.2 Explain architecture and requirements		[Dark Green Bar]																											
3.3 Explain/justify significant changes to previous software		[Dark Green Bar]																											
Assessment 4		[Dark Orange Bar]																											
Assessed Presentation		[Dark Orange Bar]																											
1.1 Introduction of game and team	Medium	[Dark Orange Bar]																											
1.2 Explanation of game mechanics and architecture		[Dark Orange Bar]																											
Evaluation and Testing Report		[Dark Orange Bar]																											
2.1 Explain/Justify approach to evaluation and testing	High	[Dark Orange Bar]																											
2.2 Explain modifications to testing approach/materials		[Dark Orange Bar]																											
2.3 Explain how you accommodated changes for Assessment 4		[Dark Orange Bar]																											
2.4 Comment on how product meets requirements		[Dark Orange Bar]																											
Implementation and Report		[Dark Orange Bar]																											
3.1 Documented code for working implementation	Medium	[Dark Orange Bar]																											
3.2 Summarise how software changes incorporate requirement changes		[Dark Orange Bar]																											
Project Review Report		[Dark Orange Bar]																											
4.1 Summarise approach to team management	High	[Dark Orange Bar]																											
4.2 Summarise selected software engineering methods		[Dark Orange Bar]																											