

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																													
Architecture Report	High																												
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																													
Software Testing Report	High																												
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																													
Updates on Assessment 1	Medium																												
5.1 Requirements																													
5.2 Method and planning																													
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																												
Project hand-over/transition																													
Presentation of our game in practical																													
Selection of another project/game																													
Change Report	High																												
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																													
Implementation and Report	High																												
3.1 Documented code for working implementation																													
3.2 Explain architecture and requirements																													
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																													
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																													
Implementation and Report	Medium																												
3.1 Documented code for working implementation																													
3.2 Summarise how software changes incorporate requirement changes																													
Project Review Report	High																												
4.1 Summarise approach to team management																													
4.2 Summarise selected software engineering methods																													