Task		П	Autumn Ter			n		Christmas Ho			iday				Spring			Term				T	Easter	Holiday	/S	s Sum		ner Term	
	Priority		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	19/1	1 26/1	1 03/12	10/12	17/12	24/12	31/1	2 07/0	1 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		Ш																											
1.1 Link Assessment 1 & 2 Deliverables																													
1.2 Link Game Executable	Low																												
1.3 Link Executable Test Plan & Test Results																													
1.4 Link User Manual																													
Architecture Report																													
2.1 Concrete architecture showing structure of code	High																												
2.2 Justification for concrete architecture											+																		
Implementation and Report		Г																											
3.1 Creation of game graphics																													
3.2 Programming of required features	High																										\neg		
3.3 Documented code for working implementation	_																										\neg		
3.4 State features not fully implemented																													
Software Testing Report		74		_																									
4.1 Summarise/Justify testing methods and approaches	-	H																				+	+				\rightarrow		
4.2 Brief report on test runs, failures adnd results	- High	\vdash																									\rightarrow		
4.3 Provide URLs for testing materials		\vdash				+	+								+							+	+			1	\rightarrow		
Updates on Assessment 1		+			-	+		-	+		+						-										\rightarrow		
5.1 Requirements	-	\vdash			-		+				-				-								-				\rightarrow		
5.1 Requirements 5.2 Method and planning	Medium	\vdash			-	+	-	-	-	-	-			_	-	-	-					-	-	-			\rightarrow		_
	_	\vdash				-	_		-	-				-	-		-							-			\rightarrow		
5.3 Risk assessment and mitigation		+			-	-	-	-		-	-											-	-	-			\rightarrow		
Assessment 3	1	+			-	-	-	-		-	-	+	-				_					-	-	-			\rightarrow		
Website	_	\vdash			-	-	-	-	-	-	-	+	-	-	-	-						-	-	-			\rightarrow		
1.1 Links Assessment 1, 2 & 3 Deliverables	Low	\vdash			-	-				-	-	-	-		-									_			\rightarrow		
1.2 Link Game Executable		\vdash			-	-		-		-	-	-	_	-								-		-					
1.3 Link Executable Test Plan & Test Results		+				-	-		-			_			_								-						
1.4 Link User Manual		\vdash			_	-	-			-	-	_	-									-	-	-					
Project hand-over/transition		\square										-			_														
Presentation of our game in practical		\square				_					-																		
Selection of another project/game	High	\perp																											
Change Report		Ш																											
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														Т															
3.2 Explain architecture and requirements	ngn																												
3.3 Explain/justify significant changes to previous software									1						-	-													
Assessment 4		$\neg \neg$																									أزيرا		
Assessed Presentation		\top																											
1.1 Introduction of game and team	Medium	\Box				1	1							1	İ												\rightarrow		
1.2 Explanation of game mechanics and architecture	7	\Box										+															\rightarrow		
Evaluation and Testing Report	1	+										+																	
2.1 Explain/Justify approach to evaluation and testing	7	\vdash										+																	
2.2 Explain modifications to testing approach/materials	High	\vdash				+	+					+		+								+	+						
2.3 Explain how you accommodated changes for Assessment 4		\vdash				+						+	+																
2.4 Comment on how product meets requirements	\dashv	\vdash				+	+		+			+-	+	+								+	+						
Implementation and Report	+	+			-	+	+	-	-		-	+	+	-	-	_													
	Medium	\vdash			-	+	+	-	+	-	+	+	+	+	-	-	-												
3.1 Documented code for working implementation	- ivieuium	\vdash			-	+	+	-	+	-	+	+	+	+	1	-	-												
3.2 Summarise how software changes incorporate requirment changes		+		-	-	+	+	-	-	-	-	+	+	+	-	-		-											
Project Review Report	⊢	\vdash			-	-	_	-	-			-	+		-	_													
4.1 Summarise approach to team management	High	\vdash			-	-	_	-	-			-	+		-	_													
4.2 Summarise selected software engineering methods																													