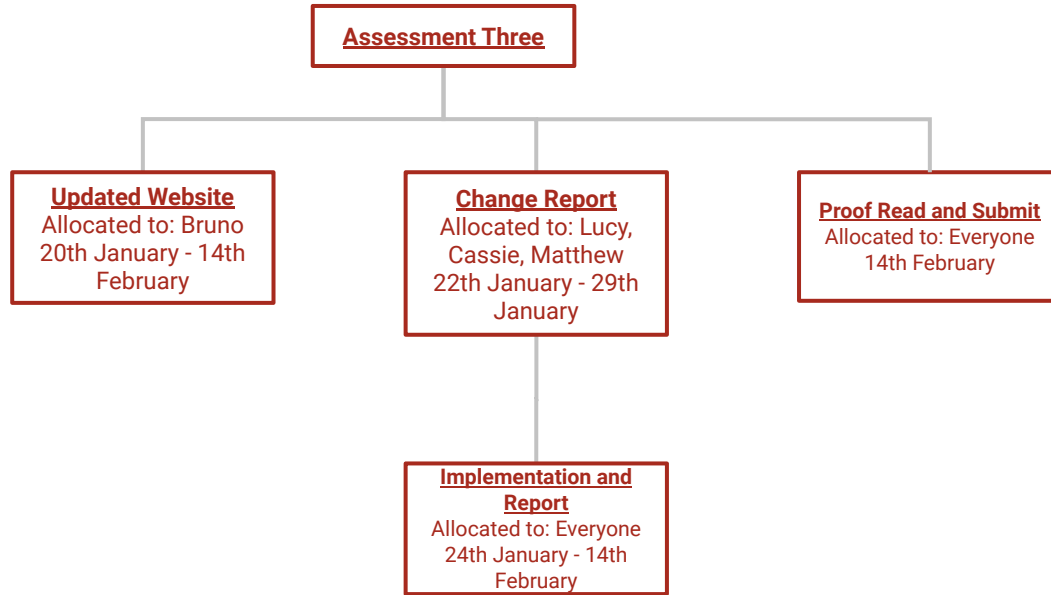


Originally we had planned to try and get the implementation done before we all went home for Christmas. This is because implementation is a lot easier when we can all meet in person and work as a team. It is a lot harder to understand other people's code and develop a game together effectively when we can't meet up. As the meetings went on, it seemed as though we wouldn't be able to achieve this. This is because we had to spend a lot of time learning new things such as using git properly learning the capabilities of our chosen game engine. We have therefore extended the finish date for the implementation to after we come back in January. This allows us to work on the development over Christmas, and hopefully finish it. The finish date for implementation is now the 13th as this means we still have a week before the deadline to go over the code each of us have done and debug and refactor it if needed.

The date to start the testing report has also been moved to be earlier. This is because we realised we could start to plan how we are going to test the game before it is finished being implemented. We also realised it is important to write tests as we are implementing, to make sure we cover everything. If we waited till the implementation was finished for this sprint before we started writing tests then there is a chance we could miss something and therefore leave some bugs in our game.

The start date for the assessment one updates document has also been brought sooner because we realised we could start to make notes of any changes that are made throughout the whole assessment window. It makes it easier to remember to include everything, and also means the workload we have after the implementation is reduced. As we only have a small amount of time when returning from Christmas break before the deadline, we don't want to have a large amount of work to complete, therefore we decided to start this now and work on it throughout.



The updated website branch will consist of making sure the links on our website show the most recent stuff. This includes the game, the testing material, all out documentation and the user manual.

The change report will include our explanation of our approach to change management as well as any changes we have made to the product, with justification.

We will explain how we have met requirements and how we have implemented our architecture in the implementation report, as well as continuing with development and implementing the game further.