

# Automated Commentaries for Simulated Soccer

## Design Methodology

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## **Sign-off sheet**

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## Design Methodology

For the project we have decided to use Extreme Programming (XP) as our design methodology. This was discussed in detail during the group meeting on 4<sup>th</sup> October 2006. This method is best suited for this project for the following reasons:

- XP is suited to groups of 2-12 members.
- XP was created in response to problem domains whose requirements change – There is limited research material in this domain for us to review, therefore the group has a limited idea of how its own system will function. Whilst we will endeavour to capture as many requirements as possible before design & implementation, it is expected that as we progress with the implementation, new requirements affecting the design will come to light.
- XP uses shorter iterations of design and testing (days or weeks rather than months), and in greater quantities over other methodologies i.e. the waterfall model. Given the complexity of the task and the short timescale, the group can not afford to spend a large proportion of time designing a system only to find at a late stage of implementation the design phase needs to be revisited. XP's short iterations of design and testing will identify any errors quickly and the code will be changed immediately. This approach will provide the opportunity for us to develop the system in small increments, testing as we go. Once an increment is tested successfully, the group has a stable base upon which to build further. We will adopt this method to develop a simple system first, ensuring we have something functional as a "safety net" to gain some marks. We will then use the remaining time to add more advanced functionality to improve the calibre of our project.
- XP offers all group members "ownership" of the system code. That is, any member can change the code at any time. Members can develop ideas immediately and without consulting the group first, again allowing faster development of the project. A Content Versioning System (CVS) will be put in place to ensure all members are aware of any changes made to the code.