

# Software Engineering Individual project

Emergency Revaluation !!!!

By Ben Thompson

The plan



# A recap of what the project was about...

- Concept:

Stormtroopers + bashing into smileys + classic snake game mechanics

- Using agile methodologies effectively

- Using design patterns

- Model view controller

- singleton

High cohesion and low coupling with objects

- The strategy pattern

- The state pattern

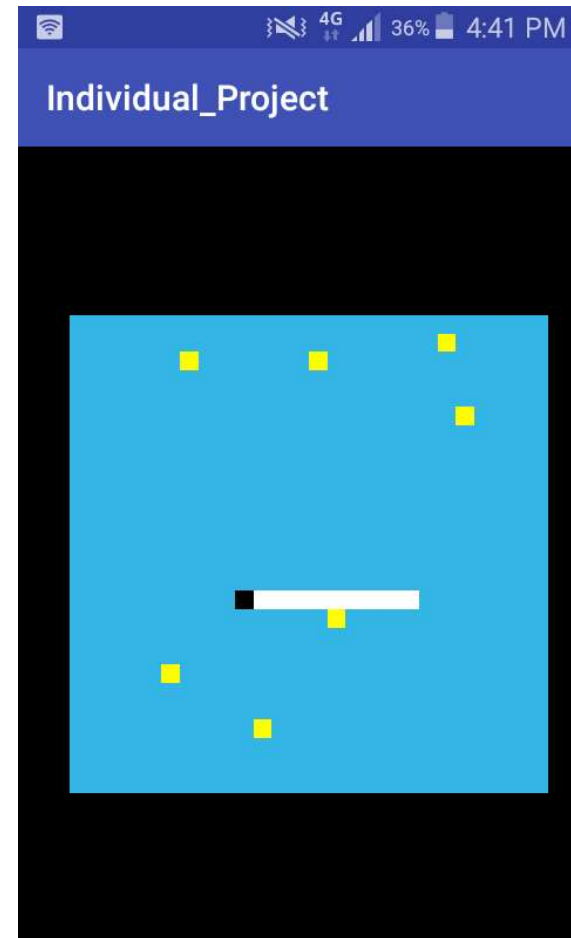
# Design updated

Medium fidelity prototype:

- Wrap around grid achieved
- Fixed update across board
- Player input (fling touch screen)
- Smiley movement random
- Player movement

High fidelity prototype:

- Texture atlas
- Design for multiple screen sizes
- Score system
- More smiley AI types
- Variation in Player movement/extra player functionality



# Agile Methodologies

- Divided into sprints
- Iterative and incremental process
- Documentation
  - low fidelity prototype
  - Class diagram
  - notes on project progress and user feedback
- Test driven development
- User feedback

Week	Description
Week 1	Research, idea formation and learning new technologies (pre-production process)
Week 2	“ “
Week 3	“ “
Week 4	Presentation on pre-production process and showing commitment to idea
Week 5	Building on class diagram and implementing Singleton pattern for Game class, creating wrap around grid, Model view controller layout, score system class
Week 6	Leader and follower movement
Week 7	Enemy classes implementing strategy pattern and state pattern
Week 8	Working on collision and connecting to score system
Week 9	Presentation of work so and complete software logic implementation
Week 10	Add texture atlas and use unit testing
Week 11	Look into file system for storing high scores
Week 12	Deliver final project

# Design patterns and software engineering processes revised

- Implemented
  - Singleton pattern
  - Model View Controller
  - Strategy pattern
  - State pattern
- Avoided god objects thus far
- High cohesion and low coupling environment for easy to maintain code
- Principles of good object orientated design considered in documentation

# Conclusions of evaluation process

- Code is maintainable
- Object oriented design principles are followed
- Polish required for final deliverable
- Unit testing should be carried out
- Look into adding complexity by improving gameplay mechanics through Enemy AI

# Questions

