Kitty WAR

iPhone App Card Game
By Team Dog and Koala Bear

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Project Motivation

Abssinian Cat

Exotic Short-hair

Maine Coon Cat

Siamese Cat

We Love Cats! We Love Card Games!

Project Goal

✓ Users are able to register their accounts via both the website and the iPhone app.

✓ The server matches two players with closing level of skill into one game.

✓ During the game, two players choose their representing cat cards and battle against each other by following the Kitty War Game Rule.

✓ Build a server that handles multiple clients and runs several matches at once.

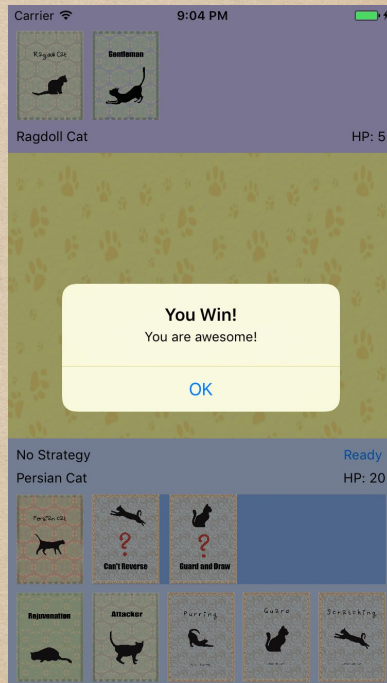# Biggest Challenges

❖ Debugging problems related to the network/threads between server and iPhone
  ➢ Dropped connections
  ➢ Thread Synchronization
  ➢ Secure logins

❖ Learning and applying new technologies to create a working game
  ➢ Team unfamiliar with databases and languages used

❖ Sticking to the sprints and the time allotted by each
  ➢ Very tempting to continue work outside a sprint

Accomplishments

❖ Our game is **complete** and **playable**!

➢ Registration through website and iPhone app
➢ Login and play via iPhone app
➢ Server supports multiple connections and matches
➢ Data properly synced between python server and iPhone client
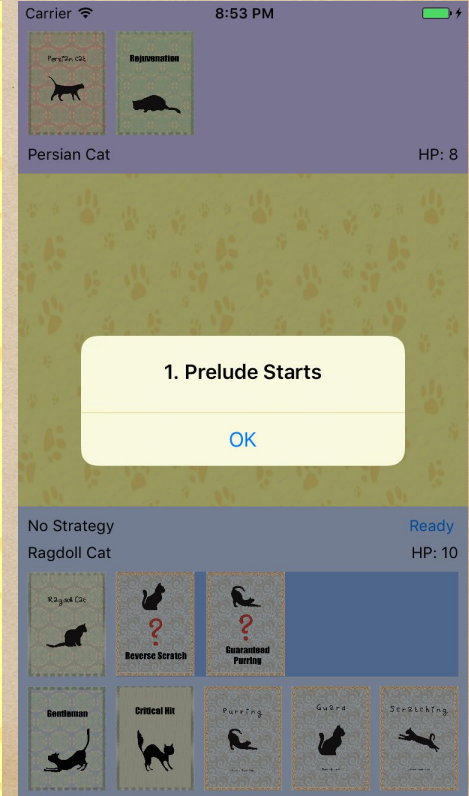
Accomplishments
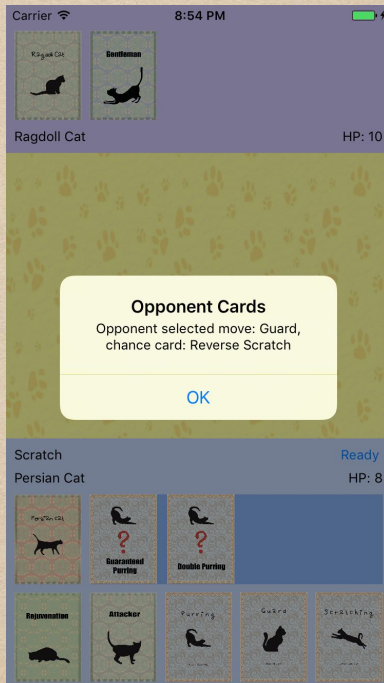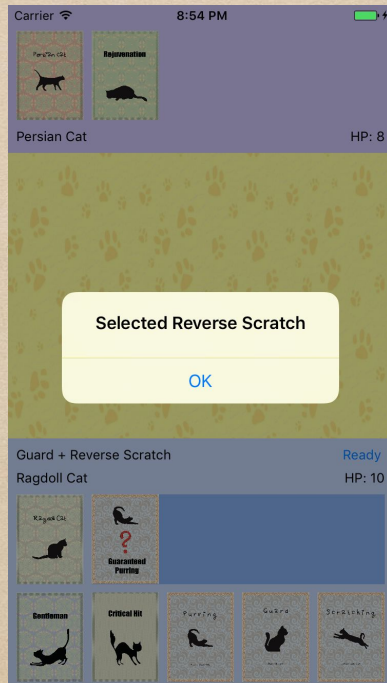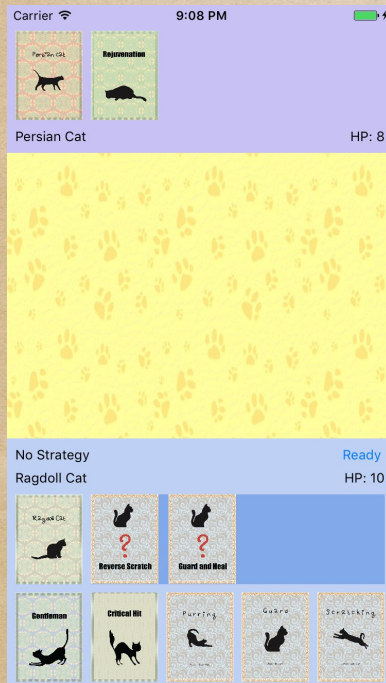
Accomplishments

Accomplishments

Table ▲	Action						Rows ❓	Type	Collation	Size	Overhead
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16 tables	**Sum**							**133**	**MyISAM**	**latin1_swedish_ci**	**47.4 KiB**	**0 B**

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☐	🖊 Edit ⧉ Copy ⊝ Delete	10	Ragdoll Cat	The Ragdoll's sweet temperament is probably its mo...	1	1	1
☐	🖊 Edit ⧉ Copy ⊝ Delete	10	Maine Coone Cat	It has a distinctive physical appearance and valua...	2	0	2
☐	🖊 Edit ⧉ Copy ⊝ Delete	10	Exotic Shorthair Cat	The Exotic Shorthair is a breed of cat developed t...	3	0	3
☐	🖊 Edit ⧉ Copy ⊝ Delete	10	Siamese Cat	The breed standard of the modern Siamese calls for...	4	0	4
☐	🖊 Edit ⧉ Copy ⊝ Delete	10	Abyssinian Cat	The Abyssinian is a breed of domestic short-haired...	5	0	5

Technologies

❖ Web application: HTML / CSS / Javascript

  ➢ Bootstrap (Framework)

❖ Server: MySQL, Django, Python

  ➢ MySQL Workbench (DB Management)

❖ iPhone App: Swift, Xcode

  ➢ SwiftSocket (Network Library)

Project Management Techniques

- Scrum Board: Trello

- Communication: Slack, Scrum Meetings

- Other: Google Docs (Shared Documentation)

Things We Enjoyed

❖ Working together
  ➢ Scrum meetings encouraged communication, this helped our team get to know one another and get along

❖ Apply techniques learned from class
  ➢ Dependency Injection to decrease coupled code
  ➢ Unit testing
  ➢ Reviewing code with teammates

❖ Learning new technologies
  ➢ Django for web server
  ➢ MySQL Databasing (Learning to manage and create queries)
  ➢ Adobe illustrator for drawing cards
  ➢ Socket programming used for sending data between client and server

Things We didn't Enjoy

❖ Apple updates Swift too often, need to catch up with newest language features

❖ How brittle systems can be when using multithreading and networking together

Things We Will Keep Doing

- Scrum meetings for essential discussion

- Using Trello, Slack, and Google Docs for

communication for sharing

Things We Will Stop Doing

- Meeting at random locations (under the bridge)
  a. Always met in a random locations. Caused confusion on where we would meet next and wasted time.
- Lack of time estimation
  a. Didn't consider work hours needed to complete tasks. Lead to overestimation and underestimation.