SE 3860
Software Maintenance and Reengineering
Spring 2020

Assignment 4

1. **Game – Iteration 2**
   Complete reengineering your game. All source code and other files should be included in your Git repository. Programming conventions should be followed, and standard documentation should be used. Git commit messages should include Jira issue id numbers when applicable. Jira issues should include the Git hash for the associated commits. The work produced for iteration 1 should be equivalent to 6 hours per week per team member.

2. **Instructions Documentation**
   Instructions on how to run your game should be included with your assignment submission. Any special software required to run your game should be included.

3. **Presentation Slides (Not due until time of presentation)**
   Create Google Slides for your project. Include the following and anything else that you feel would be relevant to present. The presentation should include a demonstration of the game. Fewer than 10 slides is expected, since the emphasis wil be on the demonstration of the game.
   a. Team name
   b. Team members
   c. Game name
   d. Brief description of the game
   e. Original language the game was written in
   f. When the game was first created
   g. Lines of code for the original game
   h. New language / libraries reengineered in
   i. A list of all bugs in the reengineered game
   j. Lessons learned (that you are comfortable sharing)

4. **Team Report**
   Each team will submit a document stating how the team completed the work for the assignment (team dynamics). This should include a high-level description of what work each team member did (who did what). It should also include an estimated amount of time each team member spent working on their task. Explicitly state the time each team member worked on the project for each task they have worked on. I recommend using a table for this. Any issues of concern can be addressed in the team report (what were struggling points with the assignment). Include the team meeting times.

5. **Individual Report**
   Each student will submit an individual report in the separate corresponding assignment on canvas (the individual one). The individual report will include more specific details on what you have worked on. This differs from the team report, which will include only higher-level task information, where lower-level details can be discussed in this report. If the high-level details are sufficient, they can be restated. In addition to a more detailed description, any discrepancies in the team report can be included as well as any issues that you feel are important but did not feel comfortable including in the team report. The individual report should not be longer than a length of one page, however there is no strict page limit.

Submission

1. **Project Deliverables**: All your code and other necessary files should be in your Git repository. Tag your final submission as "iteration 2". For instructions on tagging see https://guide.freecodecamp.org/git/tagging-in-git/ for a good example and you can also view the official documentation at https://git-scm.com/docs/git-tag.
2. **Instruction Documentation**: Submit a document containing instructions on how to run your game. This should include any special software needed to run the game.
3. **Presentation slides (Due at time of presentation)**: Include a link to the Google Slides with edit privileges. Name the slides "Assignment04_Presentation_<team number>".
4. **Team Reports**: Include a link to the Google Doc that has edit privileges for you team report. Name this doc "Assignment04_TeamReport_<team number>".
5. **Individual Reports**: Upload a word document for your individual report in the corresponding individual assignment on Canvas. Name this doc "Assignment04_IndividualReport_<your name>".

Grading

Criteria	**Possible Points**
Game – Version 1	80
Presentation	5
Instruction documentation	5
Team Report	5
Individual report	5
Total	100