the-project-game

java (99.2%) other (0.8%)

```
The following infographics represents statistics
       of the project the project game
       conducted during Software Engineering II class
       on the Faculty of Mathematics and Information Science
     * of Warsaw University of Technology
    public class Statistics {
        public Date firstCommitDate = new Date("2018-06-10");;
        public Date lastCommitDate = new Date("2018-02-28");
                                                                configuration piece tests server
        public int numberOfProjectDays = 103;
                                                                     logging player generation from test player more
        public int numberOfCommits = 432;
                                                                 gamemaster
                                                       request-processing spring eques
        public int numberOfDevelopers = 5;
                                                                   refactored pu
                                                                                       implementation
                                                                    cleanup master added player-logic
        public double repoSize = 1.5; // MB
                                                                     file after logic branch
        public string mostEditedFile = "GameBoardService.java";
        public string mostFrequentWordInCommits = "request";
                                                                     Communicatior
                                                                                           Cooperation
                                                                                     {\sf Cooperatior}
         semestei
                              game
                                    he gam
commit
    30
                                          Deadline
         Ť
         of
    20
         Beginning
Number
            March
```

Line insertions and deletions per developer 1:100

