

Assignment 2 Report

Group: RunLikeHell, s3728207 Cheng Chen, s3617571 Bowen Zhang, s3665803 Bowen Yang, s3713771 Zongming Liu

In assignment 2 our group worked on the monster game project which we call it 'RunLikeHell'. Over 10 weeks of development the product has been tuned to be able to handle all of the required functions as well as some bonus features.

Coordination of the group comprised of weekly discussions during tutorial, over WeChat (text messenger) as well as face to face meeting about issues and design changes to the program. Members helped each other when there are difficulties understanding the graphs or codes.

We initially started the code from scratch without using the provided starter code for some challenges. The first two weeks worked out really well as we were able to build our own user interface and made a mock program that can allow player to move with keys, register and login. One thing we did not do very well at the very beginning was that we focused too much on the code and was a bit behind schedule on the design documents. We were able to catch up during the following week and each member delivered their work on time with quality.

For the final submission we decided to refactor our code using the structure of starter code since we found that the given code is much cleaner and there are a lot of things that we may learn from. This also improved a lot on program efficiency and made the interface look more user friendly.

One major difficulty we faced was that the programming knowledge between members were distinct and we could not allocate the tasks evenly with efficiency. So, to make sure that everything runs smoothly, Cheng Chen and Bowen Zhang mainly worked on the codes itself while Bowen Yang and Zongming Liu spent more time testing and giving feedbacks. It turned out that this worked out perfectly.

Main Contributions:

Cheng Chen is the project leader. I managed and distributed tasks according to the strengths and weaknesses of each member in the group. Each week I check the progress as well as sending reminders to make sure that everything is on track. On the code part, I mainly work on player associated classes (Player, Movables, Trap, Roadblock). Also helping Bowen Zhang on testing potential bugs and connecting all the classes. I also look after the documents to make sure that they are in good format and are up to date.

Bowen Zhang carried out more work on the code than other members. Overall, I am better than others in the group in terms of coding skills and a bit behind when it comes to paperwork. So, I worked more on the code and refining the program. At the beginning of development, I suggested starting from scratch for some challenge. Glad that I worked it out and together with other members we made great progress.

Bowen Yang mainly worked on monster related classes. I am a bit behind when it comes to coding abilities, but I did decent contribution in many other ways. While Cheng Chen is working on player class, I was able to learn from him and overcome all the difficulties I met when building monster class. I also worked a lot on UML graphs for the project.

Zongming Liu mainly worked on monster related classes. I am a bit behind when it comes to coding abilities, but I did decent contribution in many other ways. While assisting Bowen Yang in building monster class I worked on other features like jumping monster and baby monster for the class. I also did a lot of testing to make sure that the program runs smoothly and free from bugs.