Project assignment

Corso di Ingegneria del Software

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Problem statement

- Develop a “retro” 2D computer game in Java of your own choice
- You can use as a starting point the tutorial at:
  - http://zetcode.com/tutorials/javagamestutorial/

Problem statement

- You can reproduce an existing video game (e.g. Donkey Kong)
  - You can also propose an entirely new idea
  - … or you can mix the two, adding a new twist to an old game (e.g. Mario fights the alien spaceships)
- But you cannot just copy the source code of a tutorial and make small cosmetic changes…
  - You will be asked to explain every single line of code in your source files!

The task

- Groups of 6-7 students
- The groups define their user stories
  - The teachers may add or change the user stories during the project
- The project will be performed using the Scrum process

The task

- The groups must set up a Git repository for the project on GitHub
  - The repository must contain
    - Source code (obviously), including unit tests
    - A (short) document describing the software architecture
    - The product backlog
    - The sprint backlogs for each sprint
    - (At the end) A presentation of the project describing both the product and the process

The task

- First delivery: November 8
  - Few slides describing the idea + initial product backlog
- Second delivery: November 15
  - Release + Updated backlog+Burndown chart
- Third delivery: November 22
  - Release + Updated backlog+Burndown chart
- Fourth delivery: November 29
  - Release + Updated backlog+Burndown chart

The task

- Fifth delivery: December 6
  - Release + Updated backlog+Burndown chart
- Final delivery: December 13
  - Final presentation and demo of the final release

Evaluation criteria

- Originality of the idea: 10%
- Appearance and usability: 20%
- Quality of the design: 30%
- Quality of the coding: 10%
- Quality of the tests: 10%
- Compliance with the Scrum process: 20%
- Effort: a multiplicative coefficient that scales all of the above
  - You are expected to work 7 hours/week!