Report A

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This is the first time working together as a captain in a team to develop an project for me. During this, I got many experiences on teamwork. Our project is a Role playing game which is a game in which players assume the roles of characters in a fictional setting.

In the beginning, we spent less than a week to determine project requirements. The result is I was resbonsible for package inventory, map, io, UI, archive, scenario and dsa; Chen Jin was responsible for package Character and Skill; Dong Yuehui was resbonsible for Inventory, Archive and databas; Wang Maozhun was resbonsible for story and Material which means that provide pictures of menu, map, label and others.

That was what we planned to allocate our teamwork. In our mind, we thought underlying logic was most important and others like database, graphical user interface and archives were secondary. But then, we found that individual understand of codes was different between the team. In the first meeting, we only allocate package to everyone and taken for granted that what these functions should be which leaded to that we were blind on developing. We developed projects individually and don't konw what functions have been finished and could be connected in package of other team members. In order to configure these problems, we continue had a meeting which reset and detailing our project requirements. We detailedly listed every interface of every package in which we had did'nt worry about if team members finished their work and what interface I could use.

At week 5, we thought that we should give a better structure. Because the idea of project was provided by me and I was more familiar with it, I was resbonsible for drawing diagram. We use a software called Astah Professional to draw class diagram of project. The class diagram is the main building block of object-oriented modelling. It is used both for general conceptual modelling of the systematics of the application, and for detailed modelling the models. The classes in a class diagram represent both the main elements, interactions in the application, and the classes to be programmed. After draweing class diagram, we got better efficiency on progamming resulted of distinct interfaces showed on class diagram.

At week 8, we have finished basic structure of projects which means that we counld run it as long as give it a story. And then, we wrote a project report which was responsible for work package description and we stored it in documentation for looking up at any time.

At week 10, we added functions: graphical user interface, login view, fight view. We released Alpha version. In this version, our project still need complete function test

and its functions also need to be improve.

At that time, we have found that our project gradually got bigger and other team members can't know all codes easily, so we need to have collaborative development frequently. Before that, we should site github.com to manage project version easily. But with development of collaborative work, many conflicts burst in front of us. For examples, a team member forked from master branch before I push my new version. And then, he try to push his version with part modified files were same as mine which leaded to conflicts. In that week, we learned how to do code review, how to manage qulity of codes, how to reduce conflicts and etc. We realized comments in every commit was significant in which team members could know what others had done and try to avoid conflicts. We also found that pull requests was an awesome way to contribute to a repository independently by forking it. Meanwhile, we use version number striclty according to format: 1.0.0.0.

At last, we finished final release. I summarized that setting goals, project managemet, ongoing development and performance appraisals are underpinning success of a project.