

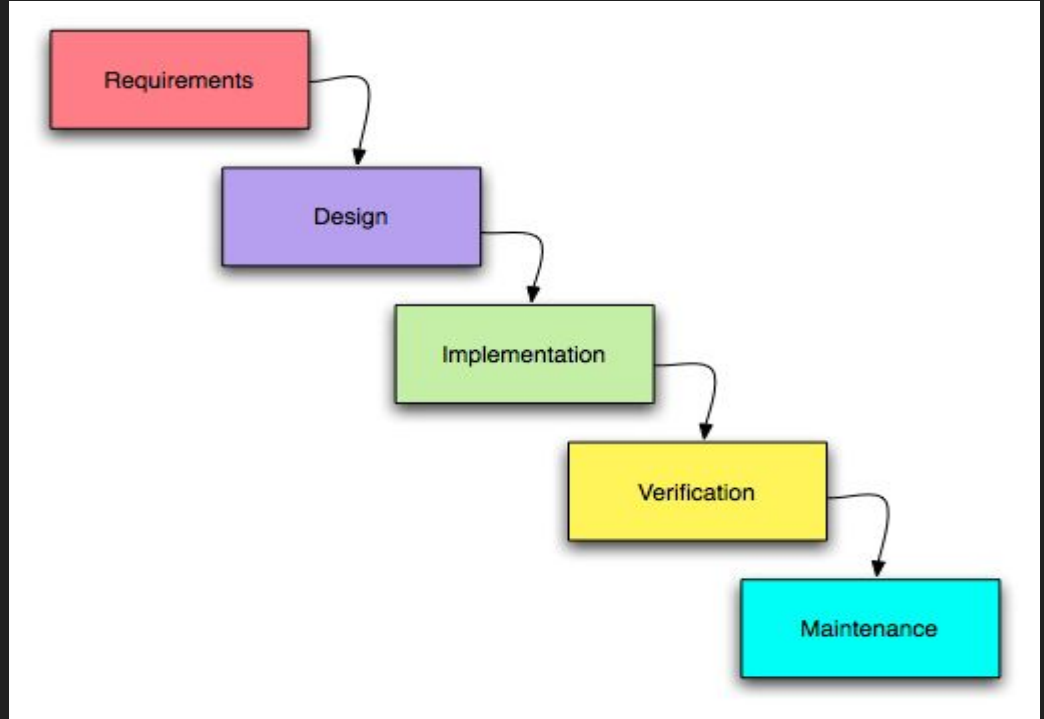
FINAL PROJECT FOR CSCI3308. TIME:028 DEATH:00

Big Bad Game



Waterfall Method

- 3 out of 5 stars.
- There are better ways to go about programming because this is not flexible.





Trello

- 4 out of 5 stars.
- Very easy to see what needs to be done, and keep track of goals.
- It can be confusing about how to check off tasks.

- 5 out of 5 stars.
- It was great for a version control software.



Testing

- We could only do user acceptance tests because our project didn't have any functions that was able to be tested by automated tests.
- User acceptance tests helped us see where we needed to go with our project.



- 4 out of 5 stars.
- The database worked well for what we needed it to do.
- It was clear that there are some limitation in MySQL for example complex data types.

doxygen

- 4 out of 5 stars.
- It was really easy to use.

- 5 out of 5 stars.
- This deployment environment worked well for use and all of our needs.



DigitalOcean

Challenges

- Limitation of Pygame.
 - This prevented us from meeting our original vision of the game.
- Time conflicts
 - We had to figure out a great time for us all to meet and have enough time to work on the game