De Montfort University

Dobble Report

Multiplayer Real Time Simulated Card Game

Connor Rowland

P16204361

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(ASK ABOUT SUBMISSION OF EVERYTHING AND WHAT I NEED TO ADD TO WHAT! 😊)

# INTRODUCTION:

(A quick overview of everything I’ll cover in this report.)

# RESEARCH:

(The process I went through to produce the literature review.) (The areas I chose to research, or overlook, and why. And the key findings/impacts).

# DESIGN:

(Talk about the game’s design – UI design – the design of the client/server. I think it’ll be a short section?)

# IMPLEMENTATION:

(A step by step account of how I developed Dobble.) (Front-end / back-end – maybe talk about how things hidden from sight – such as the server communicating with the client – then talk about the graphical things, like the particle/post processing/sound effects.)

(Include snippets of code, and screenshots of Dobble.)

# TESTING:

(Test strategy – test driven approach. Discuss the strategy, how I used Unit tests, and how I applied these to Dobble, with examples. Also mention any edge cases, and how they’ve been dealt with.)

(Do I talk about how I used Google Unit tests, e.g. I used Google Unit tests, due to…?)

(How do I add my unit tests?)

# CRITICAL EVALUATION:

(Written in present/future tense. Write about what’s good and what’s bad about Dobble – focus more on positives. Consider: The project, research, and project management – how plans evolved, and the chosen methodology for managing the project, any development tools used, and future enhancements that could be made.)

# CONCLUSION:

(Looks at how successful I was, at meeting the key objectives.)

# APPENDICES:

(Code snippets, screenshots of Dobble scenes, literature review, PPR forms, UI designs, etc...)

# BIBLIOGRAPHY:

**There are no sources in the current document.**