De Montfort University

Dobble Report

Multiplayer Real Time Simulated Card Game

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16/03/2019

CONTENTS

[ABSTRACT: 2](#_Toc5026559)

[INTRODUCTION: 2](#_Toc5026560)

[RESEARCH: 2](#_Toc5026561)

[ANALYSIS: 2](#_Toc5026562)

[DESIGN: 2](#_Toc5026563)

[IMPLEMENTATION: 2](#_Toc5026564)

[TESTING: 2](#_Toc5026565)

[CRITICAL EVALUATION: 2](#_Toc5026566)

[CONCLUSION: 3](#_Toc5026567)

[Bibliography 3](#_Toc5026568)

[APPENDICES: 4](#_Toc5026569)

# ABSTRACT:

This project converts a card game, called Dobble into a real-time simulated multiplayer game, which can be played by people all around the world. It covers the process taken to research and construct the different elements of the game. The resulting game works as expected, but with more features implemented than had originally been planned.

# INTRODUCTION:

This will outline how certain tasks have been met, my justification and reasoning behind my design decisions, how I managed the code, over the project’s lifetime, using an agile development technique known as test driven development (TTD), how testing was performed, future improvements, and the process of researching different aspects of the project to understand how to implement it. The motivation for this project was to add flexibility to the game Dobble, so people could play with others around the world, rather than having to be face to face with those you’re playing with.

# RESEARCH:

I decided to research the different areas I didn’t completely understand, such as: how to generate finite planes, to generate the different symbols on the cards, how to pack these symbols into the card’s area, different engine architectures that could be implemented, and how to implement the multiplayer side of the game.

(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).

# ANALYSIS:

(Mention UML design/diagrams)

# DESIGN:

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

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UML? – put diagrams in appendices.

Software design strategy

# 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.)

What I did in the sprint weeks, refer to Kanban board.

# 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…?)

# CRITICAL EVALUATION:

(Written in present 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:

In conclusion, the aims and objectives that had been planned have been met. The result is a real-time simulated multiplayer game, which can be enjoyed by people all over the world.

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

# Bibliography

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

# APPENDICES:

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

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

All document from first submission.

Project management docs

Appendix B) Literature Review.