

Yahtzee!

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Methodology - Agile

- Keeping on track was important, agile allowed us to do that
- Weekly standup meetings were an integral part of our development process
- Agile development was an useful tool, it allowed us to consistently have a goal to be working towards



Project Tracker - Trello

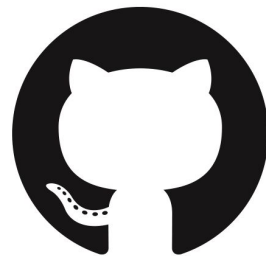


- Trello was used :
 - to keep track of who was working on which part of the project
 - to keep track of all the due dates for the project requirements
- Due to group size, Trello was not as useful as it could have been with more people

<https://trello.com/b/PWWafanr/cucs-yahtzee>



VCS - Github



- Github allowed a remote workflow for our team
 - Working collaboratively from different locations
 - Maintained a clean repo of code, for when things broke
- Worked wonderfully, fixed many things where we expected conflicts

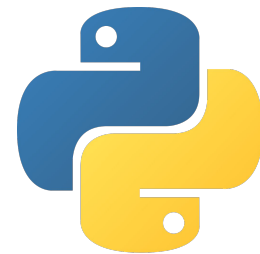


Database - MySQL



- MySQL was our database solution choice
 - Used for high score keeping
 - Combined with php
- MySQL was easy to use and suited our needs





Testing - Python Unit Testing

- All of our testing was done with Python unittest
 - Straight forward implementation allowed easy test case creation
 - Running tests was similarly simple, allowing rapid and informative testing

```
TestSample.py x
1  __author__ = 'wombat'
2
3  import unittest
4
5  class MyTestCase(unittest.TestCase):
6      def test_something(self):
7          self.assertEqual(True, False)
8
9
10 if __name__ == '__main__':
11     unittest.main()
```



Auto-documenter - JSDoc

JSDoc

- JSDoc was used to automatically document our javascripts
- Simple, intuitive, comment style
- Well designed, visually appealing output

Home

scoring.js

Score calculator for each scoring method

Version: 1.2.3
Author: Alex Ring, David Zhuzhunashvili, Robert Allen
Source: [scoring.js, line 1](#)

script.js

Yahtzee script, makes the game work

Version: 1.1
Author: Alex Ring, David Zhuzhunashvili, Robert Allen
Source: [script.js, line 1](#)

Home

Classes

Dice

Global

chance
checkDiceClick
clearScreen
diceRoll
Draw
drawDice
fiveOAK



Deployment Env.

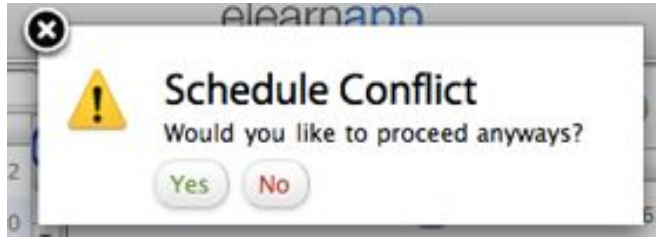


- Our deployment environment's purpose was to serve up our game to the rest of the web by providing:
 - MySQL
 - PHP
- Provided everything that we needed
- Overly crowded interface



Group Challenges

- Conflicting Schedules
- Part of group didn't know JavaScript or HTML beforehand



Demo

<http://www.outdoyourself.net>

Backup - <https://www.youtube.com/watch?v=S-o6yRPUgww>

