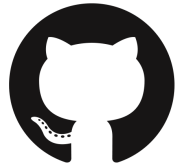


Axis And Allies

Brandon Boylan-Peck, Eric Hardwick,
Kevin Holligan, Robby Kendl

Git Hub - VCS Repository



- Useful for keeping track of source code files
- Keeps track of all changes and commits made by each member
- Good file privacy and privileges
- Allows very easy version control

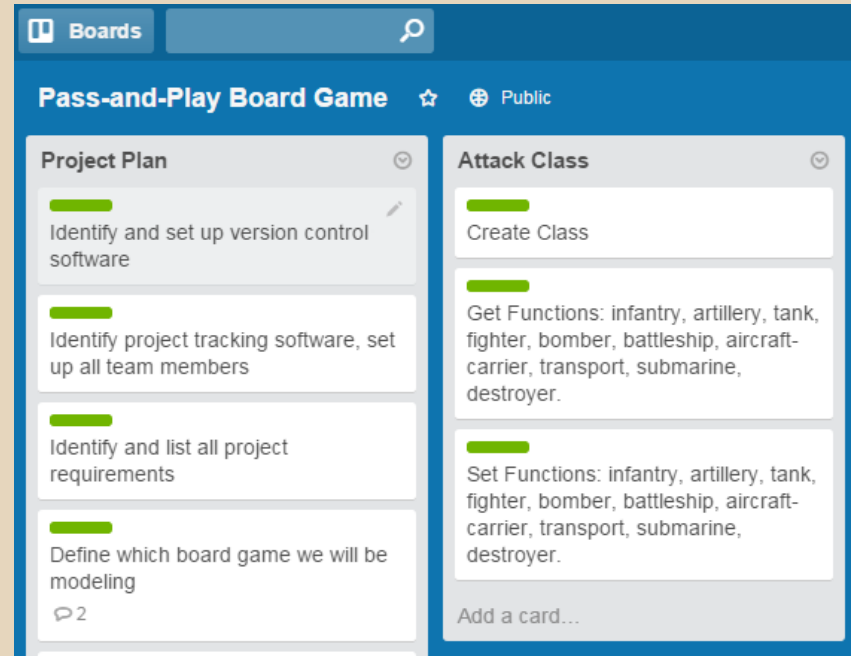
Rating: 4/5

Trello - Project Tracker



- Good for small/mid sized groups
- Easy to setup and use
- Too much overhead

Rating: 3/5



Eclipse - IDE



- Useful for multiple programming languages
- Works very well for coding as it has built in breakpoint and testing tools

Rating 4/5

LibGDX - Framework



- Great framework for creating interactive media
- Good integrations and documentation for set up

Rating: 3/5

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Junit - Testing



- Built into Eclipse
- Easy to use, run tests
- Good documentation and guides

Rating 5/5

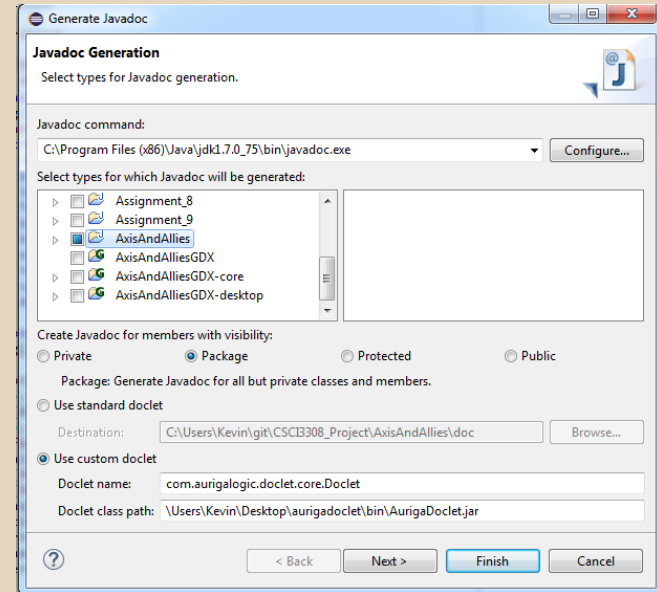
Javadoc/Auriga - Auto document



- Simple to run and execute
- No PDF documentation built in, used AurigaDoclet

Rating (Javadoc): 5/5

Rating (Auriga): 3/5



Methodology

- Waterfall
 - Took a top to bottom approach with project
 - Completed each step in sequence
- Agile stories
 - Coding was done through stories
 - Game phases are independent

Challenges

- Fell behind using waterfall methodology. Coding became delayed, never got to fully use UI implementation
- None of us knew LibGDX before this class
- Not all of us knew the programming language we were using at the start of this class
- No real experience developing games
- Very little to no experience managing all the required tools

Project Demo