Axis And Allies

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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

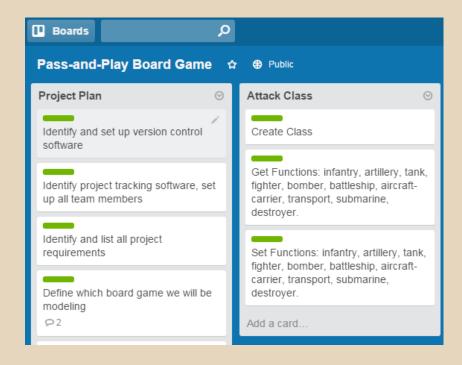
Rating: 4/5

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

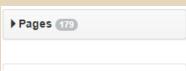


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 - Setting-Up Your Development Environment (Eclipse, Intellij IDEA, NetBeans)
 - · Creating, Running, Debugging and Packaging Your Project

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

Generate Javadoc			
Javadoc Generation Select types for Javadoc generation.			
Javadoc command:			
C:\Program Files (x86)\Java\jdk1.7.0_75\bin\javadoc.exe			▼ Configure
Select types for which Javadoc will be generated:			
Assignment	ent_9 Allies AlliesGDX		
Create Javadoc for members with visibility:			
Private	Package	Protected	Public
Package: Generate Javadoc for all but private classes and members. Use standard doclet			
Destination:	C:\Users\Kevin\git\CS	CI3308_Project\AxisAndAllies\doc	Browse
Use custom doclet			
Doclet name:	com.aurigalogic.doclet.core.Doclet		
Doclet class path: \Users\Kevin\Desktop\aurigadoclet\bin\AurigaDoclet.jar			
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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