

# JAVA UML PROJECT



**Git report**  
**Group 6**



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## PREAMBLE

During this project, we had to reproduce an abandonware, thus a game which is not updated anymore. This game is called Boulder Dash, a one-player based 2D video game in which the main character evolves in a fantastic world with plenty of monsters and diamonds. Its main objective is to collect the latter as much as possible, in order to achieve a level and continue to the next one. Thanks to our Java courses, we had to reproduce it in an MVC based Maven project, using git to share with our group members the code and our advances.

We first created a GitHub repository, accessible using this link :  
<https://github.com/Queenbee-ui/UML-Java-Project-Boulder-Dash>.

At first sight, with the MVC architecture that was given, we started thinking to a specific organization for our repository. The repository has only one branch:

🚦 Master

Each member had to work on its own branch as the array summarize it:

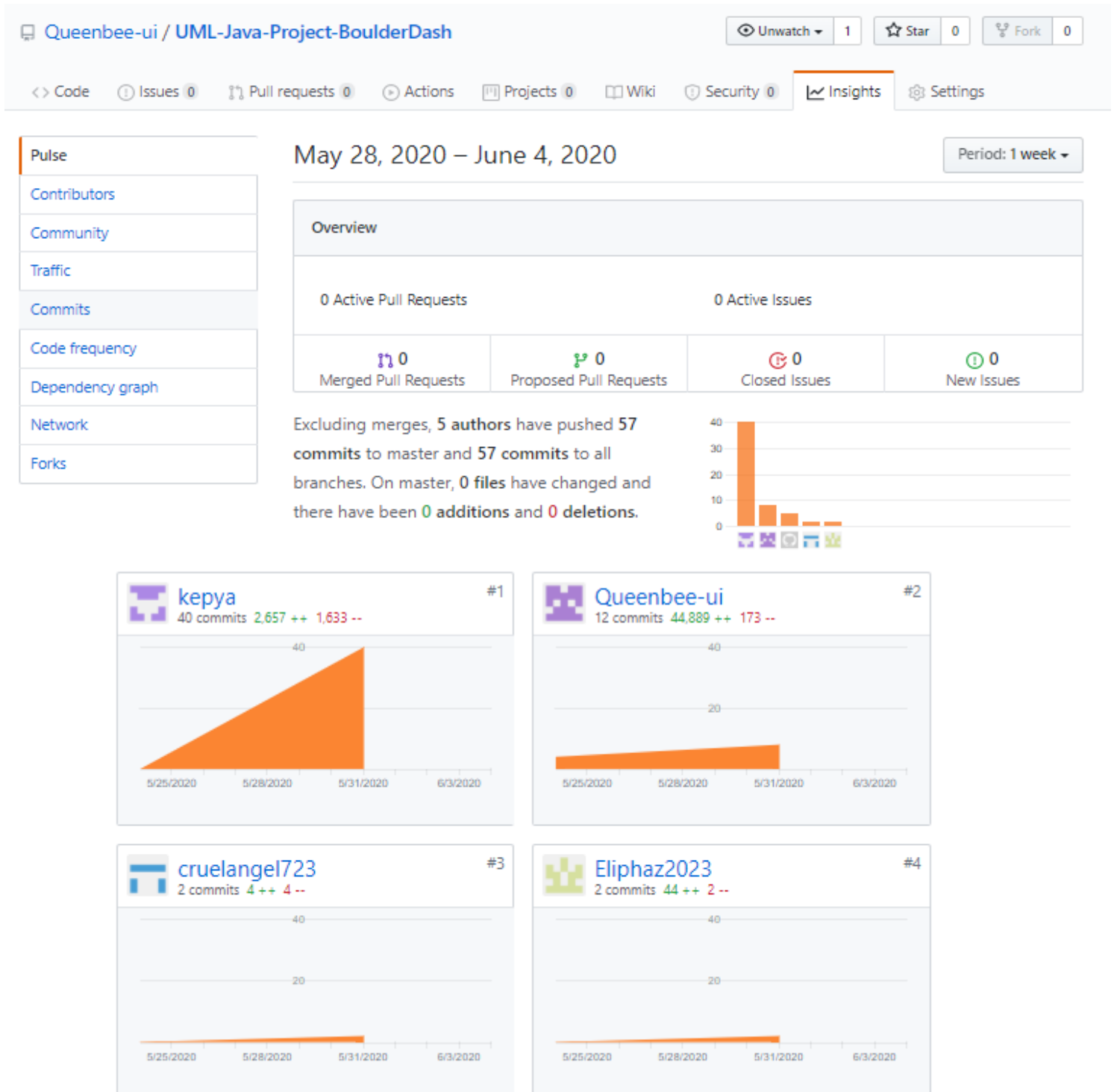
Group member	Associated branch
Gossadina	Model
Touna	Controller
Sonkin	View
Kepya	Entity

## ACTIVITY OF EACH GROUP MEMBER

Number of commits to master branch: 57.

Here are the GitHub statistics about the number of commits realized by each member of the group:

Contributor	Number of commits associated
Gossadina Eliphaz	2
Sonkin Reine	12
Kepya Christian	40
Touna Alexis	2



**NB: Our group member Gossadina Eliphaz used his two GitHub accounts in this project reason why there are 5 authors instead of 4 authors.**

To have a more clear and complete review of the repository's statistics use the link below:

<https://github.com/Queenbee-ui/UML-Java-Project-BoulderDash/pulse>