
PREZENTARE MDS – THE LUCKY TAVERN

A. Implementarea - notă între 1 și 10

- Live demo pentru aplicația dezvoltată.
- În plus, trebuie să **salvați un demo offline** (d. ex. în YouTube): faceți un screencast (vezi [o lista de tooluri pentru screencasturi](#)) înainte de prezentare SAU înregistrați prezentarea cu screensharing făcută laborantului (multe tooluri de remote meeting oferă această opțiune).

B. Procesul de dezvoltare software - notă între 1 și 10

- Acesta constă din următoarele părți:
 - user stories (minim 10), backlog creation - 2 pct
 - diagrame (d. ex. diagrame UML, workflow) - 2 pct
 - source control cu git (branch creation, merge/rebase, pull requests, minim 10 commits) - 2 pct
 - teste automate - 2 pct
 - raportare bug și rezolvare cu pull request - 1 pct
 - refactoring, code standards - 1 pct
 - comentarii cod - 1 pct
 - design patterns - 1 pct
 - folosirea unui tool de AI care ajută în timpul dezvoltării software (d. ex. GitHub Copilot, chatGPT, Microsoft Copilot) - 1 pct

USER STORIES / BACKLOG CREATION

Label issues and pull requests for new contributors
Now, GitHub will help potential first-time contributors [discover issues](#) labeled with [good first issue](#)

Filters

is:issue is:closed

Labels 9

Milestones 0

New issue

Clear current search query, filters, and sorts

0 Open

17 Closed

Author

Label

Projects

Milestones

Assignee

Sort

🔍

Bug fishing [bug](#)

#42 by RaresTudur was closed 12 hours ago

1

🔍

Bug Taverna [bug](#)

#37 by Epure-Tofanel-Carlo was closed yesterday

1

🔍

Visual artifact while moving player character

#18 by Epure-Tofanel-Carlo was closed on Apr 19

🔍

UML(Unified Modeling Language) [documentation](#)

#16 by DariusComeciu was closed on Apr 4

1

🔍

Gameflow chart [documentation](#)

#15 by DariusComeciu was closed on Apr 4

2

🔍

Crafting System [Backlog](#)

#14 by DariusComeciu was closed 12 hours ago

🔍

Vizualizarea Progresului [wonfix](#)

#13 by DariusComeciu was closed 12 hours ago

🔍

Imbunatatirea Comunitatii [Backlog](#)

#11 by DariusComeciu was closed 13 hours ago

🔍

Sistem Fighting [Backlog](#)

#9 by DariusComeciu was closed 3 weeks ago

🔍

Sistem Farming [Backlog](#)

#8 by DariusComeciu was closed 3 weeks ago

1

🔍

Sistem pescuit [Backlog](#)

#7 by DariusComeciu was closed 13 hours ago

🔍

Sistem Minat [Backlog](#)

#6 by DariusComeciu was closed 3 weeks ago

1

🔍

Activitati Secundare [Backlog](#)

#5 by DariusComeciu was closed 3 weeks ago

1

🔍

Asumarea riscului in taverna [Backlog](#)

#4 by DariusComeciu was closed 12 hours ago

🔍

Castigarea banilor in taverna [Backlog](#)

#3 by DariusComeciu was closed 3 weeks ago

1

🔍

Participarea la jocurile din taverna [Backlog](#)

#2 by DariusComeciu was closed 3 weeks ago

🔍

Descoperirea Tavernei [Backlog](#)

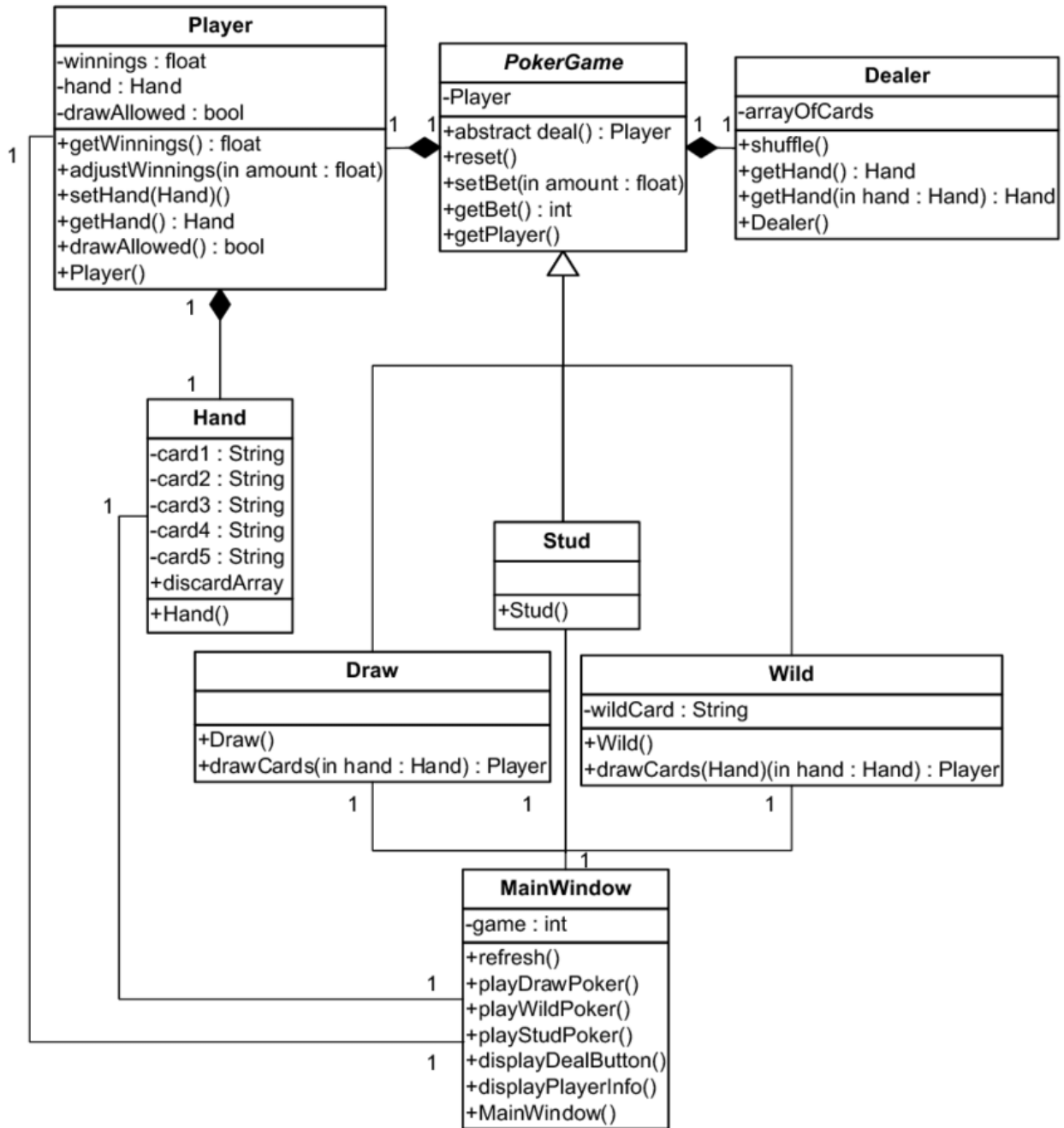
#1 by DariusComeciu was closed 3 weeks ago

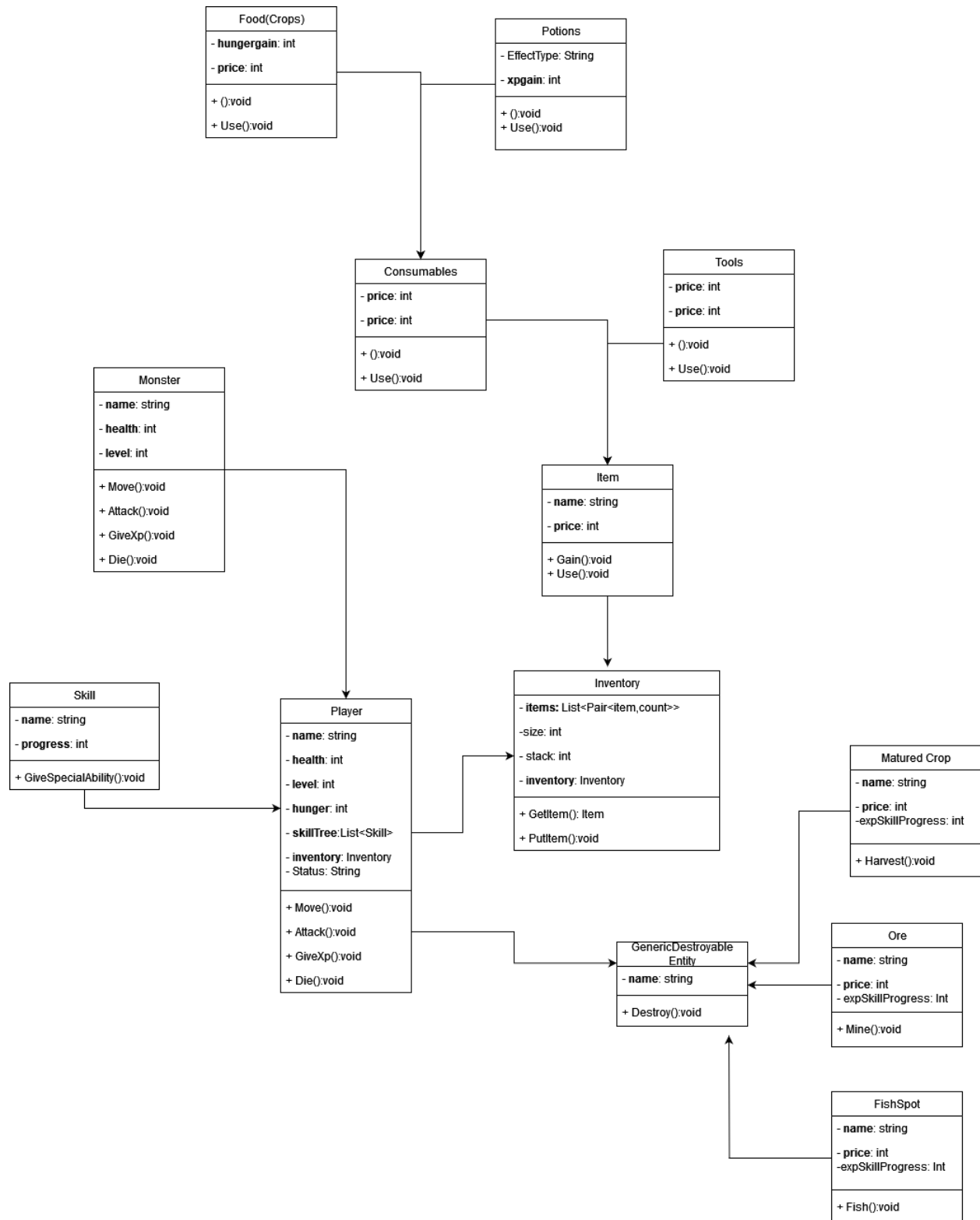
1

Partea de User Stories este de asemenea explicata pe larg in readme-ul proiectului :
<https://github.com/Epure-Tofanel-Carlo/Unity>

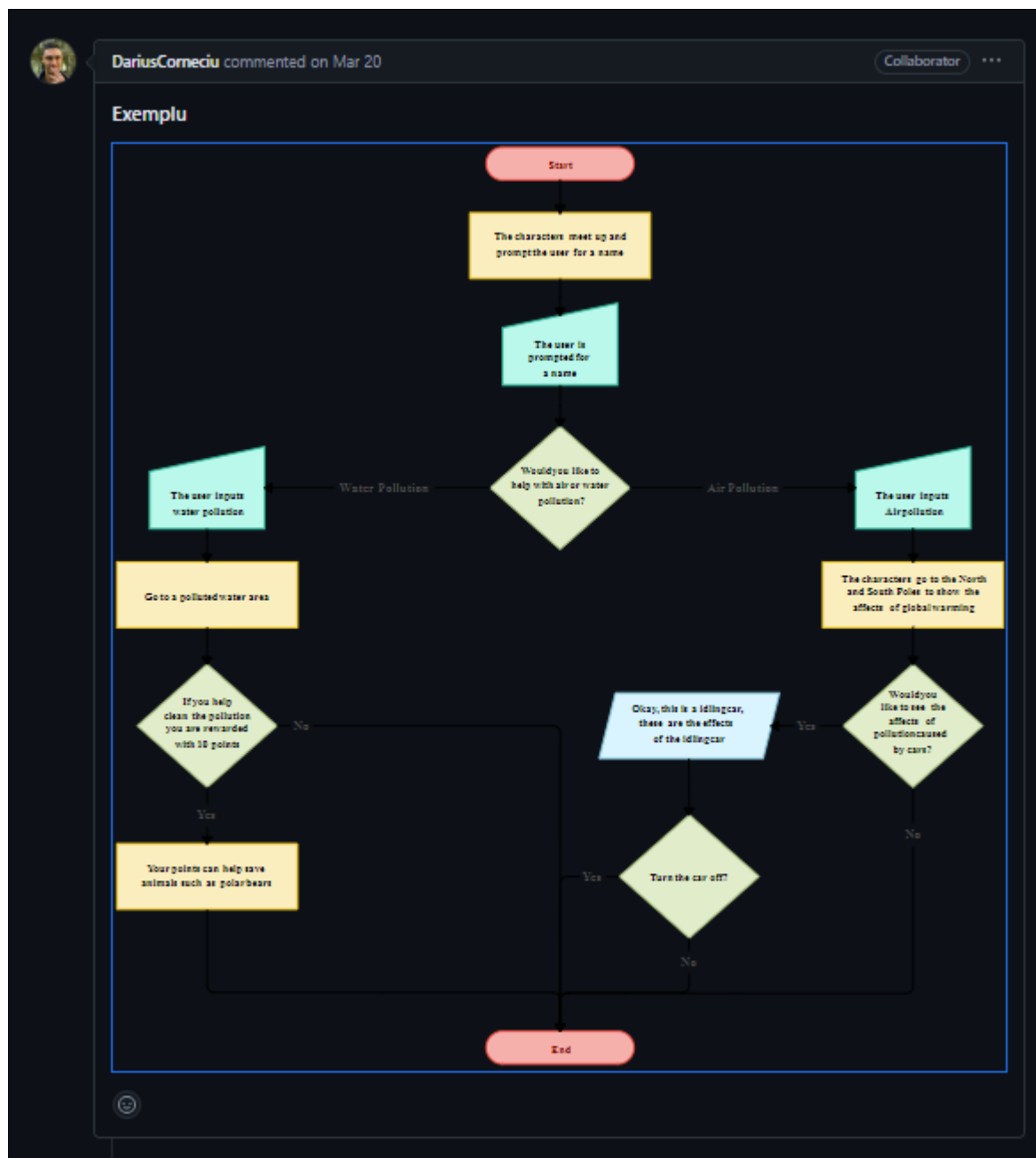
DIAGRAME

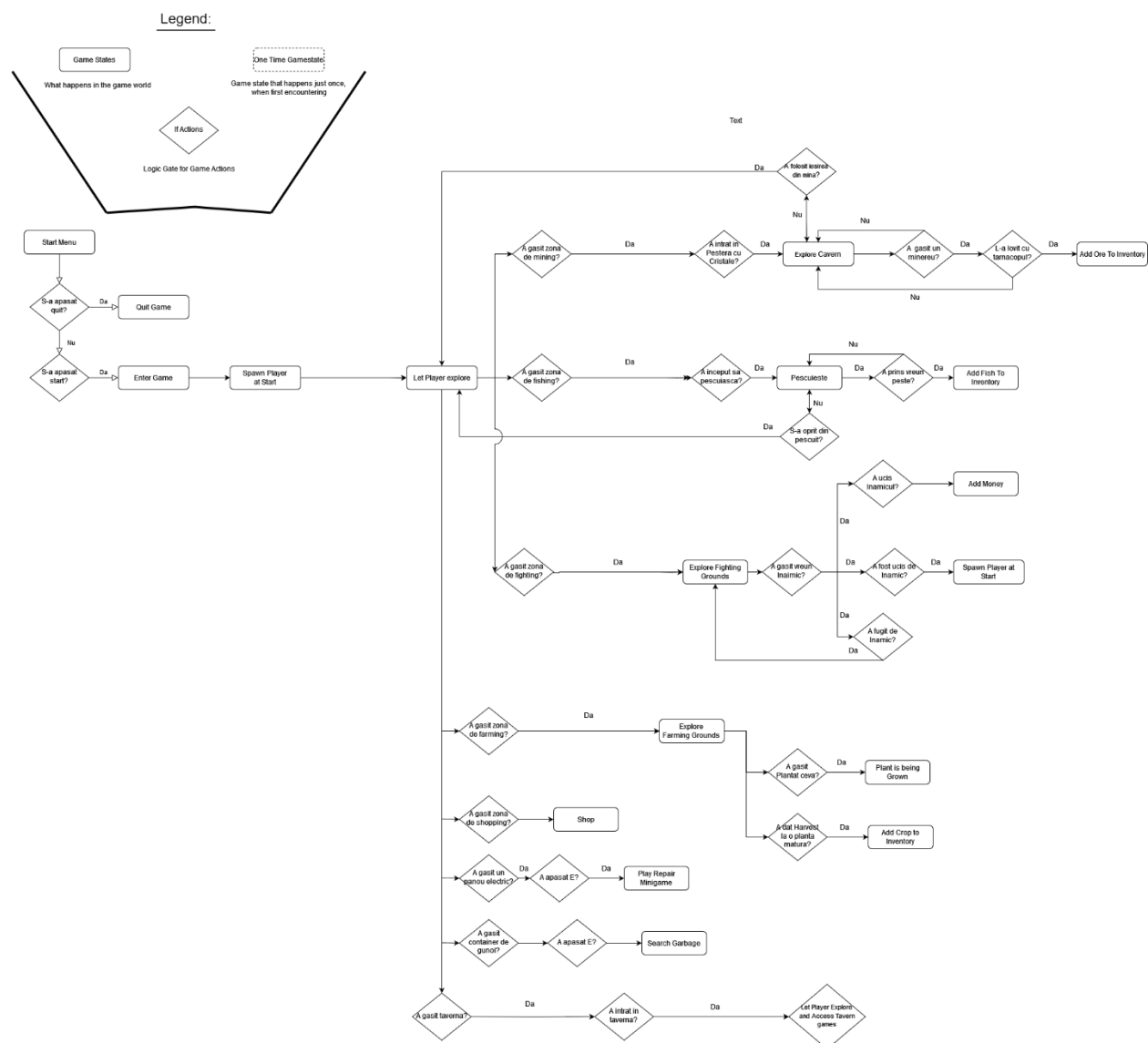
UML











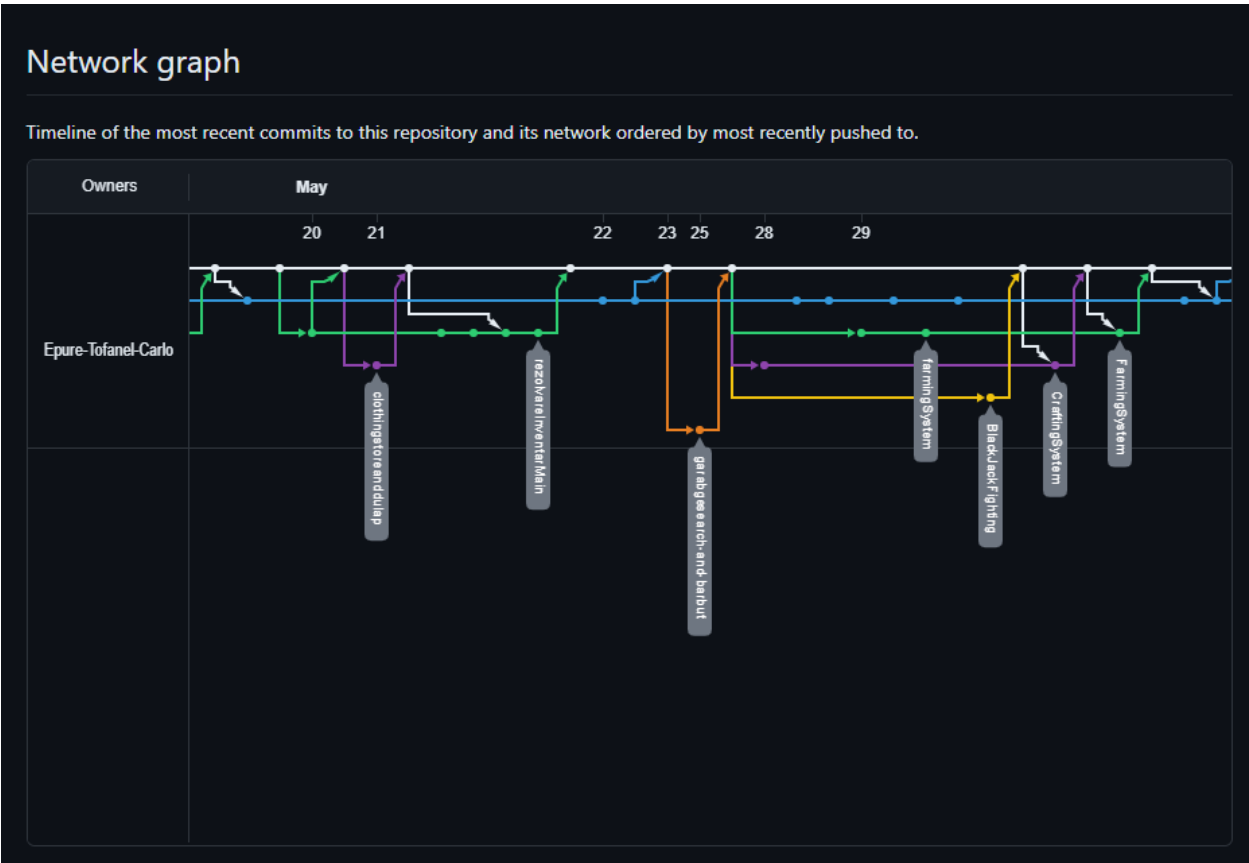
GAMEFLOW CHART





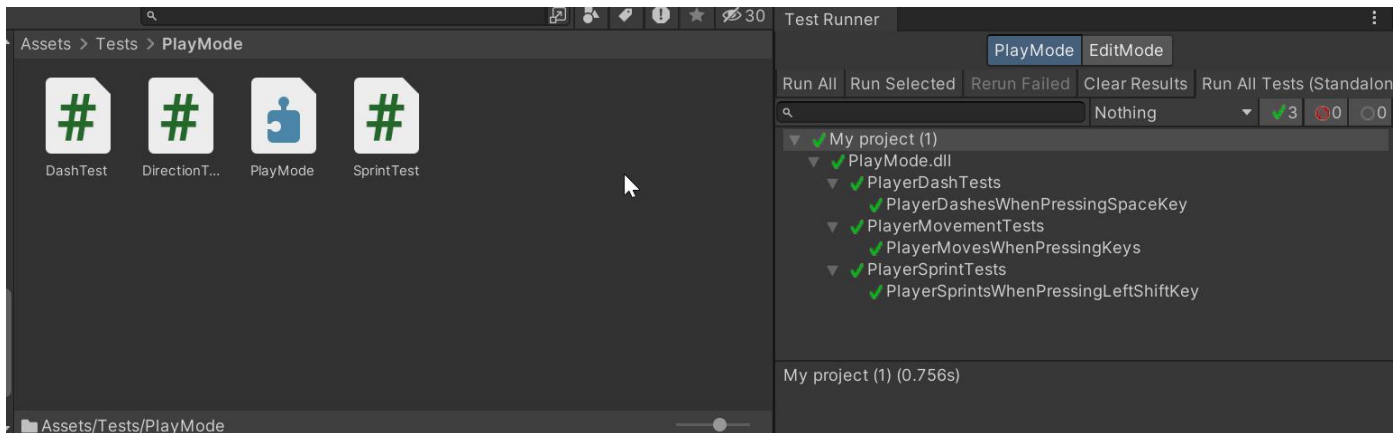
Source control cu git (branch creation, merge/rebase, pull requests, minim 10 commits) - 2 pct

	Epure-Tofanel-Carlo	BlackJackBugFix & StoreSceneSwitch	2200e4a · 9 hours ago	 80 Commits
	.idea	Ajutor	2 months ago	
	My project (1)	BlackJackBugFix & StoreSceneSwitch	9 hours ago	
	.gitignore	Default Project	3 months ago	
	README.md	Update README.md	9 hours ago	

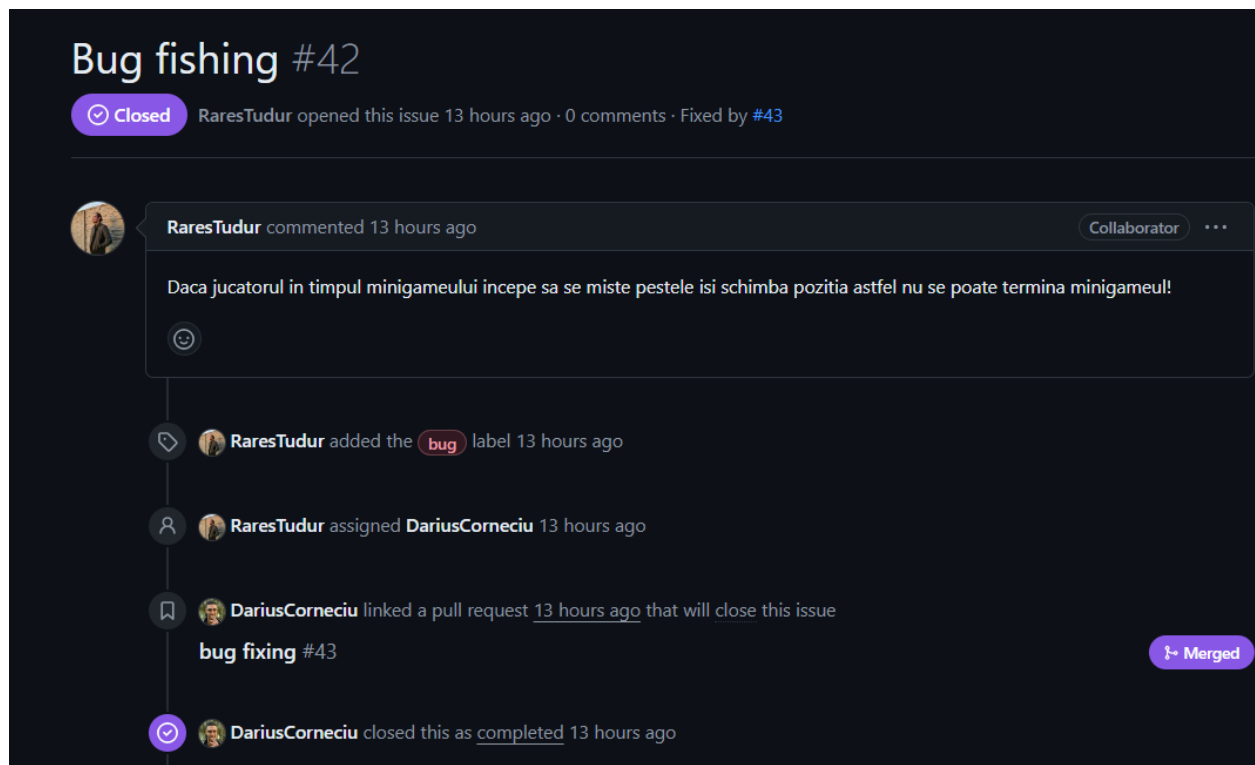


Clear current search query, filters, and sorts						
0 Open	26 Closed	Author -	Label -	Projects -	Milestones -	Reviews - Assignee - Sort -
unit tests	#15 by Spate-Tofanel-Carlo was merged 10 hours ago					
Adaugat muzica de fundal si credit scene+npc pentru poveste	#44 by elena-mania was merged 11 hours ago					
bug fixing	#43 by DariusCorneciu was merged 13 hours ago					1
fishing	#41 by DariusCorneciu was merged 13 hours ago					
Adaugat muzica de fundal si credit scene+npc pentru poveste	#40 by elena-mania was merged 12 hours ago					
shop system	#39 by DariusCorneciu was merged 16 hours ago					
Rezolvare bug	#38 by RaresTudur was merged yesterday					1
reparat bug background slotmachine	#36 by AlexandruMarinaBerlinschi was merged yesterday					
rezolvat bug slotMachine + adaugat npc	#35 by AlexandruMarinaBerlinschi was merged 2 days ago					
adaugare background	#34 by AlexandruMarinaBerlinschi was merged 2 days ago					
Am adaugat Electriclanul(functional)	#33 by DariusCorneciu was merged 3 weeks ago					
Farming system	#32 by Spate-Tofanel-Carlo was merged 3 weeks ago					
BlackJack & Fighting System	#31 by Spate-Tofanel-Carlo was merged 3 weeks ago					1
Farming system	#30 by elena-mania was merged 3 weeks ago					
slotMachine update	#29 by AlexandruMarinaBerlinschi was merged 3 weeks ago					1
CraftingSystem	#28 by RaresTudur was merged 3 weeks ago					
Barbut si Cautat in gunoi	#27 by DariusCorneciu was merged 3 weeks ago					1
Slot machine	#26 by AlexandruMarinaBerlinschi was merged last month					
adaugarea unui miningsystem si modificare pickupsystem	#25 by RaresTudur was merged last month					
Clothing	#24 by DariusCorneciu was merged last month					1
Reparare Inventar	#23 by RaresTudur was merged last month					
Harta	#22 by elena-mania was merged on Apr 24					
Main+optionmenu	#21 by AlexandruMarinaBerlinschi was merged on Apr 24					
InventorySystem	#20 by RaresTudur was merged on Apr 23					1
mainmenu.v1	#19 by AlexandruMarinaBerlinschi was merged on Apr 24					

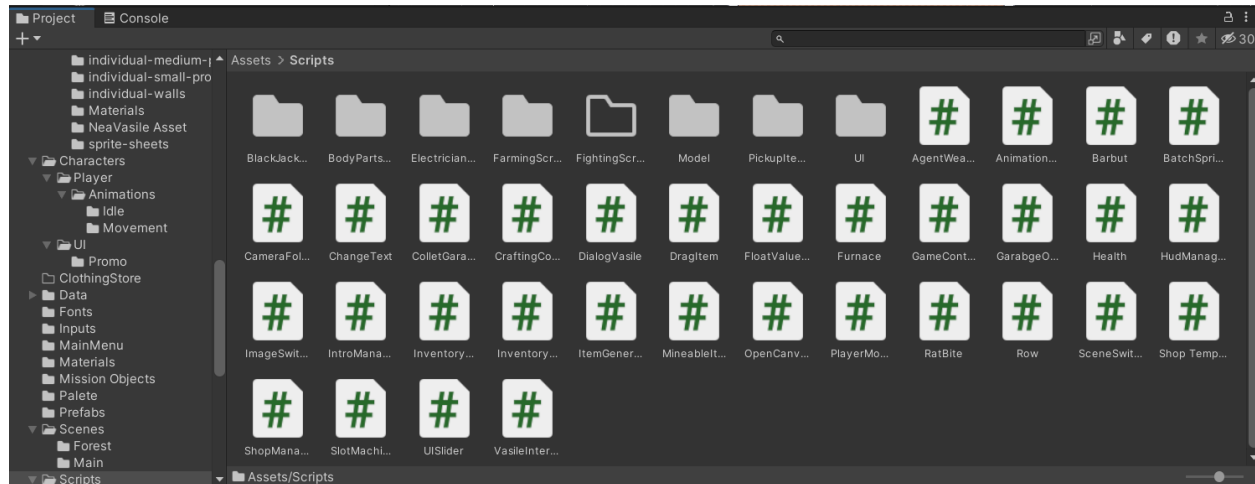
teste automate - 2 pct



Raportare bug si rezolvare cu pull request - 1 pct



Comentarii cod - 1 pct



Orice script se gaseste in Assets > Scripts

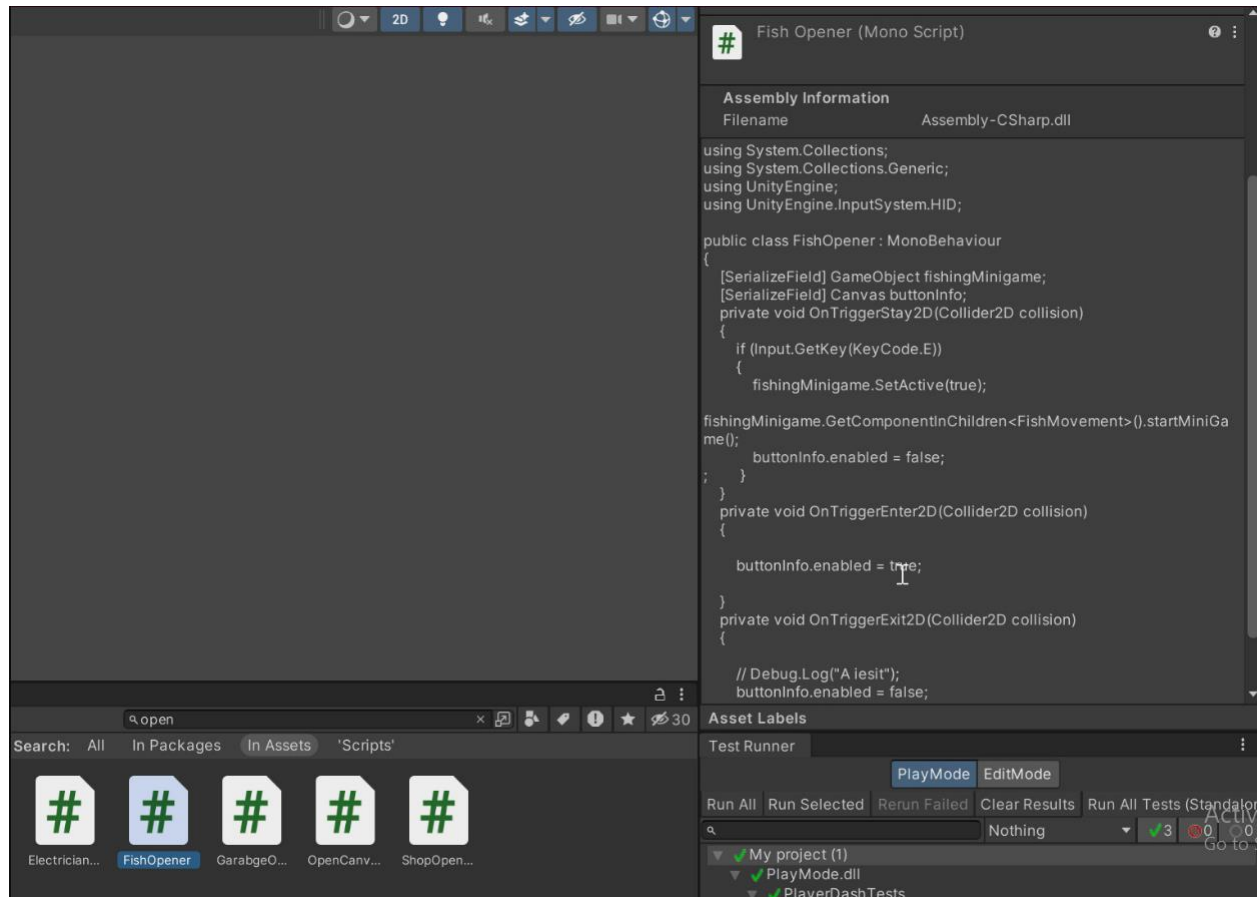
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mbly-CSharp
PlayerScript

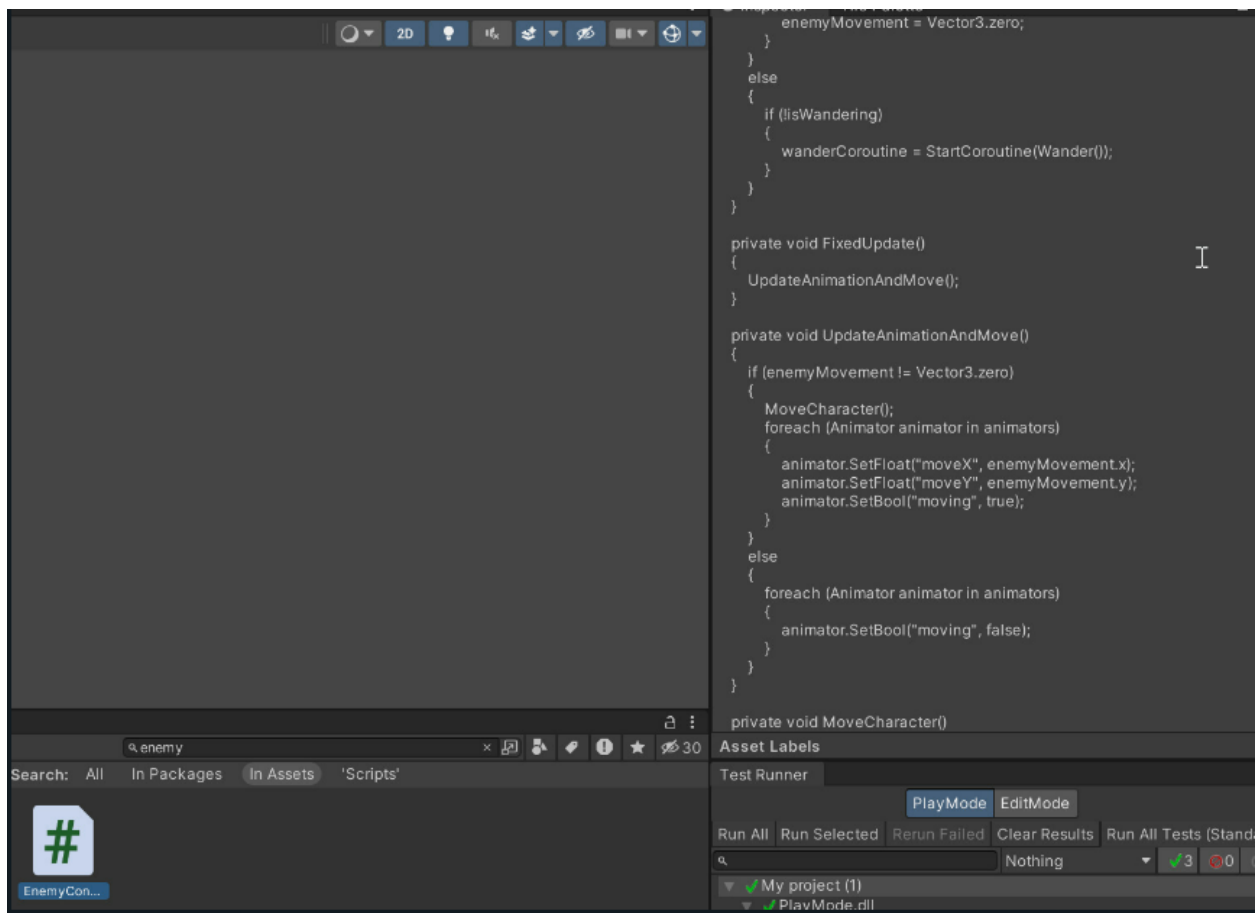
4
5  Unity Script (2 asset references) | 2 references
6  public class PlayerScript : MonoBehaviour
7  {
8      // --- SCRIPTUL E SI PT PLAYER SI DEALER
9
10     // Luam restu scripturilor
11     public CardScript cardScript;
12     public DeckScript deckScript;
13
14     // valoarea totala la mana jucatorului
15     public int handValue = 0;
16
17     // Cati bani ai
18     private int money = 1000;
19
20     // Cate carti ai pe masa
21     public GameObject[] hand;
22     // Index ul urmatoarei carti care sa fie intoarsa
23     public int cardIndex = 0;
24     // Dam track la Asi pt 11/1 conversii
25     List<CardScript> aceList = new List<CardScript>();
26
27     2 references
28     public void StartHand()
29     {
30         GetCard();
31         GetCard();
32     }
33
34     // Aaugam o carte la hand
35     4 references
36     public int GetCard()
37     {
38         // Luam o carte, folosim deal script sa asigneze un sprite si o valoare
39         int cardValue = deckScript.DealCard(hand[cardIndex].GetComponent<CardScript>());
40         // Aratam cartea
41         hand[cardIndex].GetComponent<Renderer>().enabled = true;
42         // Aaugam valoarea cartii
43         handValue += cardValue;
44     }
45 }

```

design patterns - 1 pct



Component patter, playeru 1 este facut din multe componente cu script ul lor care gestioneaza diferite parti



Folosirea unui tool de AI care ajuta in timpul dezvoltarii software (d. ex. GitHub Copilot, chatGPT, Microsoft Copilot) - 1 pct

Am folosit tool de AI pentru a genera muzica de fundal din joc

