

Weekly report

Week 6

What we plan to do:

This week we plan to fix things for the peer review hand-in. That is the peer review of someone else's project and not the hand-in from last week. We plan to do the review as early as possible to get it out of the way. The project we got to review was “The Dodgers”. On our project we plan to work a lot on the server to get it running so we have a longer time to test and add things before the final hand-in.

Outcome

We fixed the review early on Monday but decided to wait until after our meeting with the supervisor to hand it in as we want him to quickly check it and see that it looks ok. Eventually we handed in the review after the meeting. The project we received had at least in our eyes and understanding of object-oriented programming many faults. Lack of documentation of the code, quite the smells in some places and bad MVC-structure.

On our project we worked more on the server and we expect to get it functioning next week. As not everyone in the group has knowledge about programming a server there were also fixes to current code, more encapsulation and abstraction. More tests and functionality to current code added. Such as working on making powerups usable by player in a way that does not smell and follow OOP-principles.