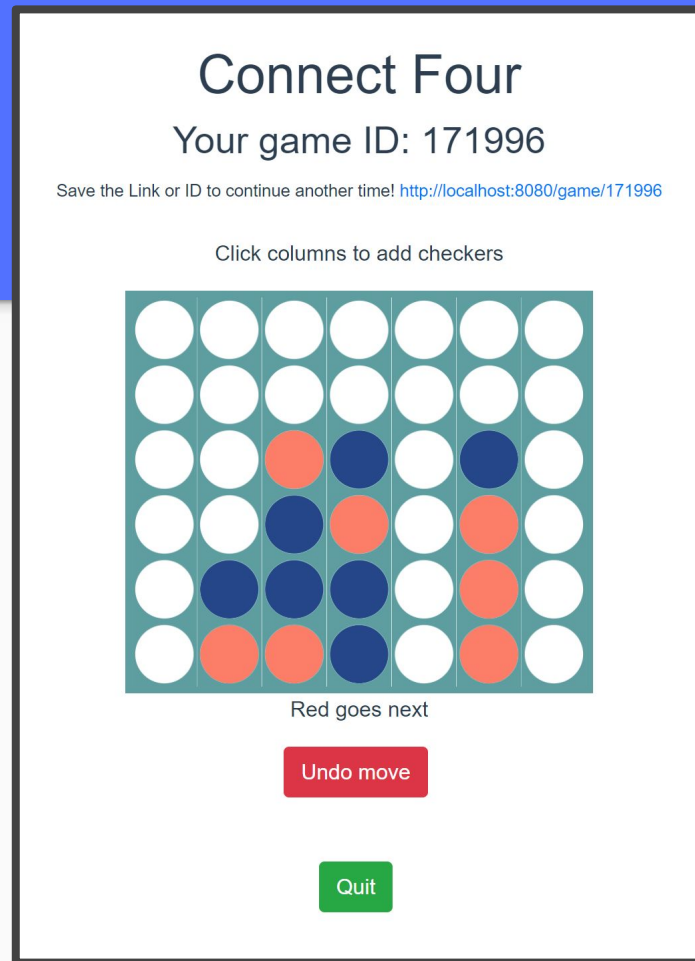Luca Ren, Nicolas Bouillette, Lucas Robidou, Francesco Schirinzi

Requirements & Result

100% requirement fulfillment

- Start a game
- Load old games
- Play against different "AI's" (Difficulty)

Connect Four
Your game ID: 171996
Save the Link or ID to continue another time! http://localhost:8080/game/171996

Click columns to add checkers

Red goes next
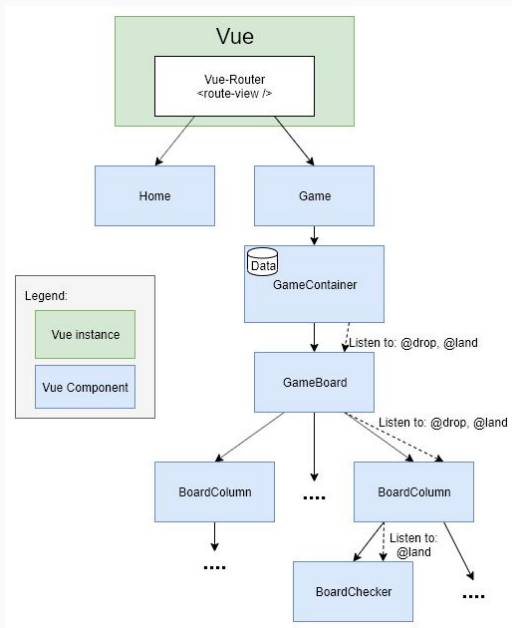
Undo move

Quit

Project management

- Short team meetings
- Splitting of work
  - Frontend
  - Backend
  - Document
- Github
- Google Drive
- Local development

Only works if everyone follows the defined specifications (e.x.: API-Endpoint)

+ Do what you are good at
+ "Faster" results
+ "Bubble"
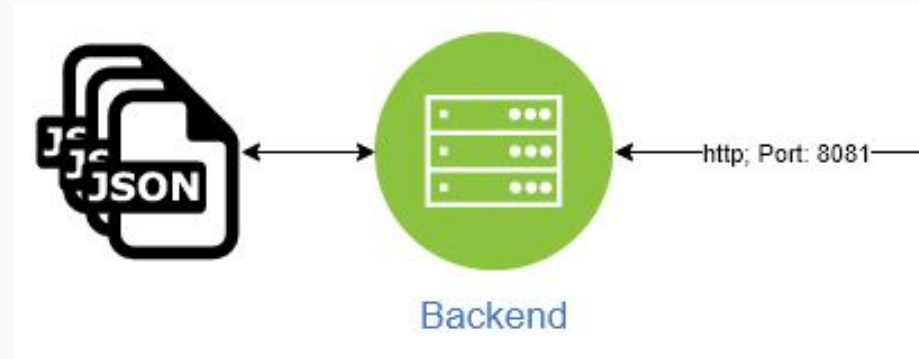
- "Bubble"

Frontend overview

src
- assets
- components
  - BoardChecker.vue
  - BoardColumn.vue
  - Game.vue
  - GameBoard.vue
  - GameContainer.vue
  - Home.vue
- helpers
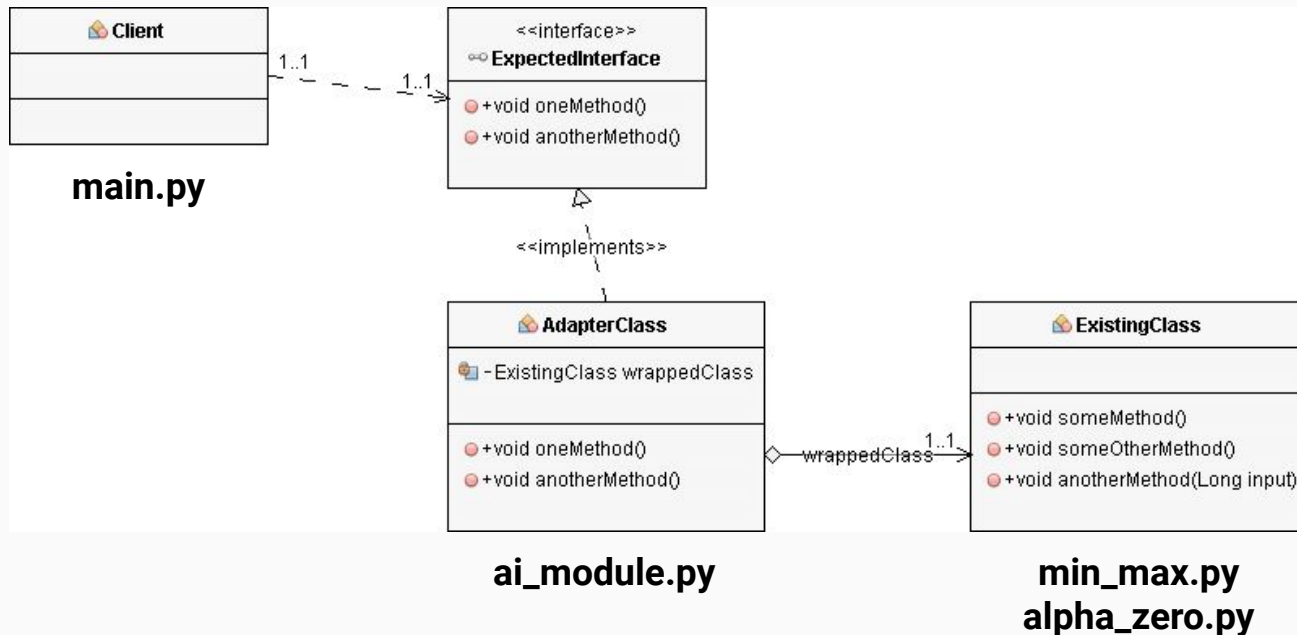- App.vue
- main.js
- router.js

- 'smooth' learning curve
- know how
- small footprint
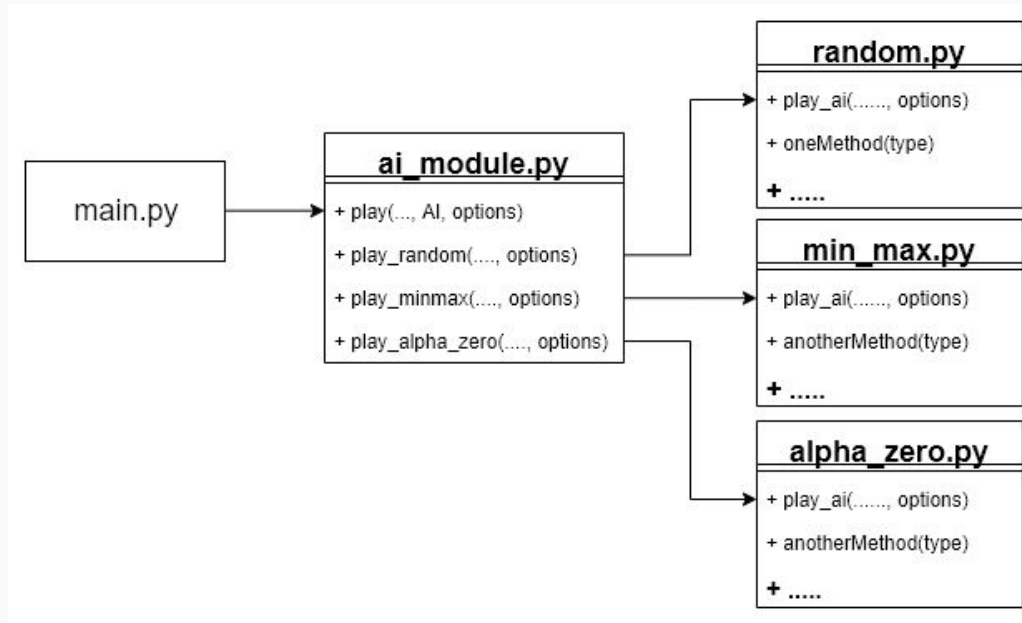
Backend overview

- Python V3
- Rest API
- Data persistence with local files
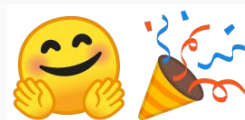- Adapter pattern

Adapter pattern

Adapter pattern in our project

Conclusion

As we can see from the result, the project was a success! 🤗 🎉

Nonetheless, we had some difficulties…

- Communication because of different schedules
  - Only 1 class in common
  - Stuck and waiting for others to help
- Changing role
- Different deployment environments
  - Mac, Windows, Linux
  - (no) GPU (drivers)

Who is good in Connect 4?

https://www.loom.com/share/d6561dd722cb40aabe565fea7576d0f3