FIT3077 Sprint 1 – Team Information

Team Name and Team Photo

Personal Team Name: Team Refactor

Team Photo: 

Team Membership

Fahad Assadi
Contact Details: fass0001@student.monash.edu
Technical Strengths: OOP, Database Design
Professional Strengths: communication, teamwork, problem-solving
Fun Fact: I can bend my fingers back

Ahmad Ikram
Contact Details: aikr0002@student.monash.edu
Technical Strengths: Java, Python, OOP
Professional Strengths: Problem-solving, Communication Skills
Fun Fact: I can ride a skateboard

Umair Mohammad
Contact Details: umoh0005@student.monash.edu
Technical Strengths: OOP, UI design
Professional Strengths: teamwork and team leadership
Fun Fact: I can move my ears without moving my face

Hanif Mohammad Asif
Contact Details: hmoh0035@student.monash.edu
Technical Strengths: Java, object-orientated programming
Professional Strengths: Teamwork, problem-solving
Fun Fact: I can move eyebrows individually

Team Schedule

Weekly Monday meetings

Date	Attendance	Agenda	Meeting Notes
11/03/24 11pm	Fahad, Hanif, Umair	Allocating Sprint 1 sections	Allocated Team Information to Ahmad Ikram, User Stories to Umair, Domain Model to Fahad, Basic UI Design to Hanif
18/03/24 5pm	Fahad, Hanif, Umair, Ahmad	Comparing Python and Java and also filled out Team Information	Decided on Java with JavaFX because it seemed more robust and better for building software
25/03/24 4pm	Fahad, Hanif, Umair, Ahmad	Domain modelling and UI design	Learned the board game from the previous workshop and went through the game. Reviewed Domain modelling and discussed different models.

Team Information – Ahmad Ikram

User Stories - Umair Mohammad

Domain Model - Fahad Assadi

Basic UI Design - Hanif Mohammad

Team Justification

Java: While Python and Pygame offer viable alternatives for game development, your team's current expertise lies in Java. We chose Java due to its widespread use in software development, especially in enterprise applications. Java offers robust support for object-oriented programming, which aligns well with the structure of our board game project, and our team feels that it is better for software applications because Python is more suited for scripting/data use cases. Moreover, Java's cross-platform compatibility ensures that our game can run on various operating systems without significant modifications and easily create an executable.

JavaFX: JavaFX provides a modern, rich set of tools and APIs for building interactive UIs. Its integration with Java makes it a natural choice for our project, allowing us to create visually appealing and responsive interfaces. Since JavaFX is part of the Java Development Kit (JDK), it offers seamless integration with Java, simplifying development and deployment processes. Additionally, JavaFX's scene graph-based approach enables us to easily create complex UI layouts, facilitating the implementation of our board game's interface.