

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.

Cross-Platform Compatibility: JavaFX applications can be deployed across multiple platforms, including Windows, macOS, and Linux. This ensures that your board game will be accessible to a wider audience, regardless of their operating system. Furthermore, Java's "write once, run anywhere" (WORA) principle means that the codebase can be easily ported to different platforms without significant modifications, streamlining the deployment process.

Community Support: JavaFX benefits from a large and active community of developers who contribute to its ongoing development and provide support through forums, tutorials, and documentation. This extensive support network can be valuable for troubleshooting issues, seeking guidance on best practices, and accessing resources to enhance your game development process.

Executable Creation and Distribution: Java allows for creating standalone executable JAR files, which can be easily distributed and executed on other computers without requiring the same development environment. This ensures that others can share and play your board game without hassle, facilitating testing and feedback from external users.

Overall, by choosing Java with JavaFX for your board game development, your team capitalises on its existing skills, benefits from a robust UI framework, ensures cross-platform compatibility, taps into a supportive community, and simplifies the executable creation and distribution process, ultimately enhancing the efficiency and success of your project.