Short Report

SE Group 14

*Abdalla Shita*

*Alex Sinclair*

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*Jaimie Withers*

*Jamie Stenig*

## Project summary

Our team managed to successfully finish the project, Overall the results were satisfying. The program almost fully functions now on both operating systems windows and mac. Our program is written in Java. Most of the tests were run manually or within the main class.

To sum up, most the team members were satisfied with the accomplished work.

## Known issues

There were issues getting the scrollbar to work for the game log, so eventually information about the instructions executed for a user are lost.

The card panels on the board UI do not load.

When loading a game, the positions of the tokens on the board are not visible.

For some computers, when the game first loads several elements of the JFrame are invisible and only appear after minimizing and reopening the window.

Improving properties (eg. Buying, selling houses) is currently not working according to the specification, with you only being able to do any of the listed if you land on the specific property and own the color set. This was due to the person who rewrote all our code not understanding the requirements.

Selling and mortgaging properties is also not working by the requirements, as the option is only available when you are out of money rather than at any point on your go, due to the same reason as the problem with improving properties.

## Faced Problems

Mainly, our team faced time management issues where we do not finish the required work on time and instead we spent more time working on the previous tasks. This is a result of not establishing a solid plan at the beginning. Towards the end of the project deadline we all had to put on extra time to make it work.

Very late into the project heavy modification was made to the original project plan we had and all the classes – which was a result of code being completely rewritten by a single member of our team, backpedaling us and resulting in the need to then alter all our previous documents to fit this change. This change was good for our code as it was improved and made more efficient and easier to test and program a good AI on top of, but it severely hindered the time left to finish the project and as a result has lowered the quality and potentially left several unpolished and non-working aspects to our final project.

## Peer review mark

The table below shows the peer reviewing marks:

|  |  |
| --- | --- |
| Name | Mark |
| Jaimie Withers | 25 |
| Dion Upton | 25 |
| Abdulla Shitta | 25 |
| Alex Sinclair | 17 |
| Jamie Stenig | 8 |

## GitHub link

[GitHub FirewingProductions](https://github.com/FirewingProductions)