Short Report

SE Group XX

*Abdalla Shita*

*Alex*

*Dion*

*Jaimie Withers*

*Jammie*

## Project summary

Our team managed to successfully finish the project, Overall the results were satisfying. The program fully functions at the moment 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, all of the team members were satisfied with the accomplishment 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.

## Faced Problems

Mainly, our team faced time management issues were we do not finish the required work on time and instead we spent more time working on the pervious tasks. This behavior can be explained as we did not establish 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.

Some modification was added to the first class diagram and program class plan, as through working on the project we realized we need more classes, in order for making the Ai fully functional in the game.

## Peer review mark

The table below shows the peer reviewing marks:

|  |  |
| --- | --- |
| Name | Mark |
|  | 20 |
|  | 20 |
|  | 20 |
|  | 20 |
|  | 20 |

## GitHub link

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