Tower Defense Handout

Pigs vs Mushrooms

Statistics:

17 Juni 2023	
Inception	1w 1d 3h 3m
Elaboration	1d 6h 45m
Construction	4w 2d 4h 23m
Transition	2d 31m

17 Juni 2023	
Requirements	6h 58m
Analysis & Design	1d 48m
Implementation	1w 2d 4h 32m
Test	1d 3h 2m
Deployment	3h 30m
Configuration & Change Management	1d 2h
Project Management	3w 3d 7h 55m
Environment	1d 6h 42m
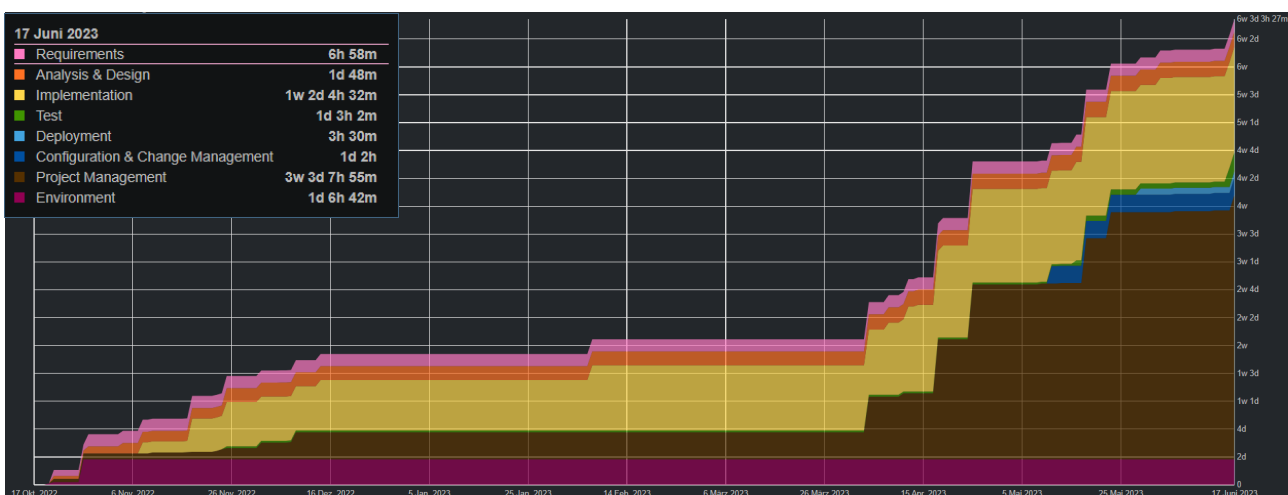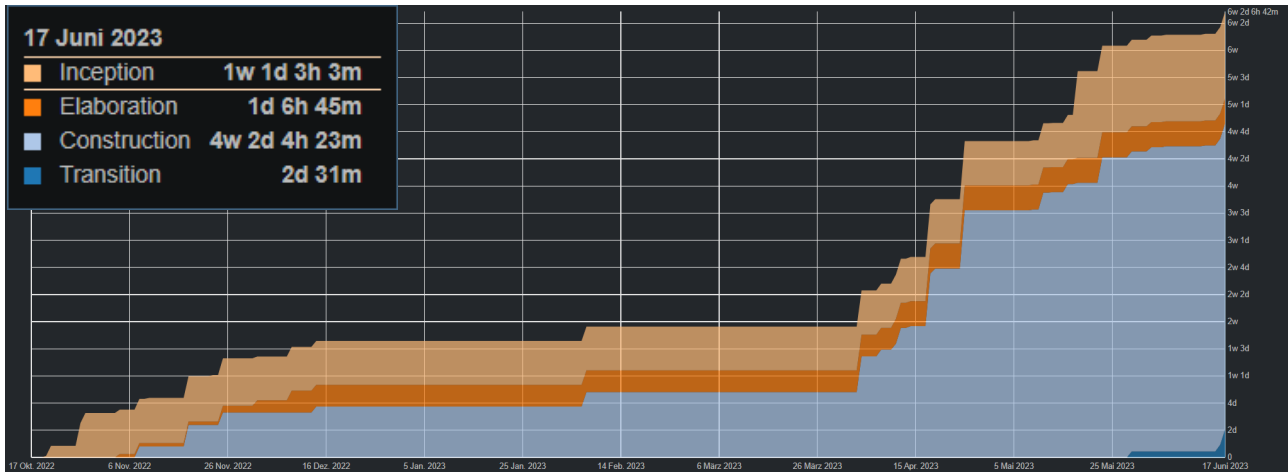
Team: Project Management, Bug Fixing, Code Refactoring

Johannes: Waypoints, Health System, CI/CD, Tests

Lukas: Drag-And-Drop, AOE-Tower, Tower upgrades and corresponding UI

Nico: Design, Maps, UI, Manual Testing

Paul: Financial System, UI, Waves, Music and Sounds

**Tim:** Tower, Target System, Settings and corresponding tests

Benutzer	Zeitschätzung	Zeitaufwand
Gesamtzeit	**304h 05m**	**345h 58m**
!Team!		5h 25m
Johannes Methfessel		66h 57m
Lukas Weber		69h 17m
Nico Argast		53h 31m
Paul		76h 11m
Tim Wäckerle		74h 37m

Architecture:

Our game is based on an event-driven software architecture design with mediator topology. The game will be developed entirely with Unity using C#-scripts for coding the logic.

We decided to use Unity because it is one of the most popular game engines for mobile game development. The event-driven software architecture is given by Unity.
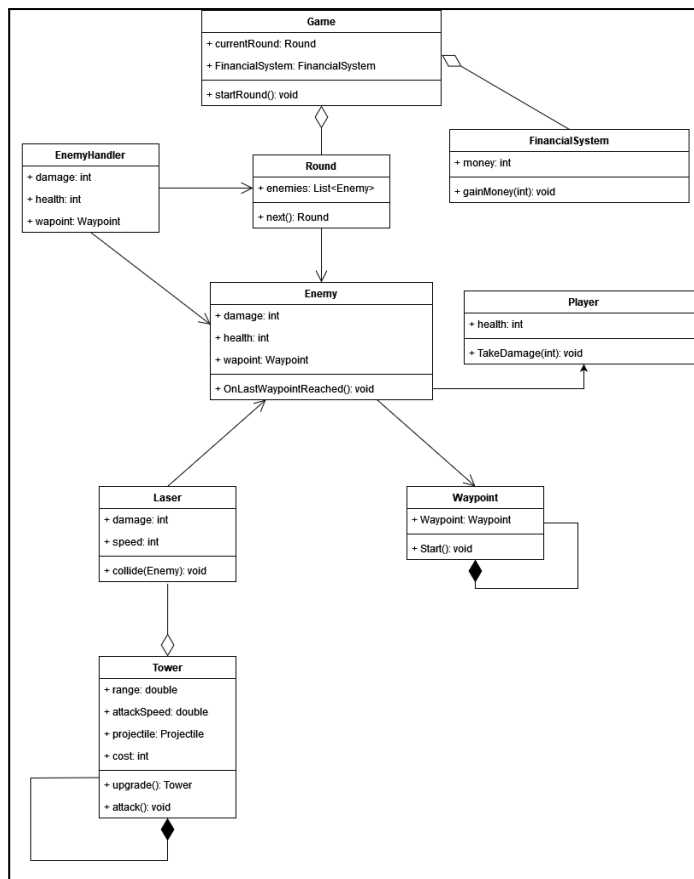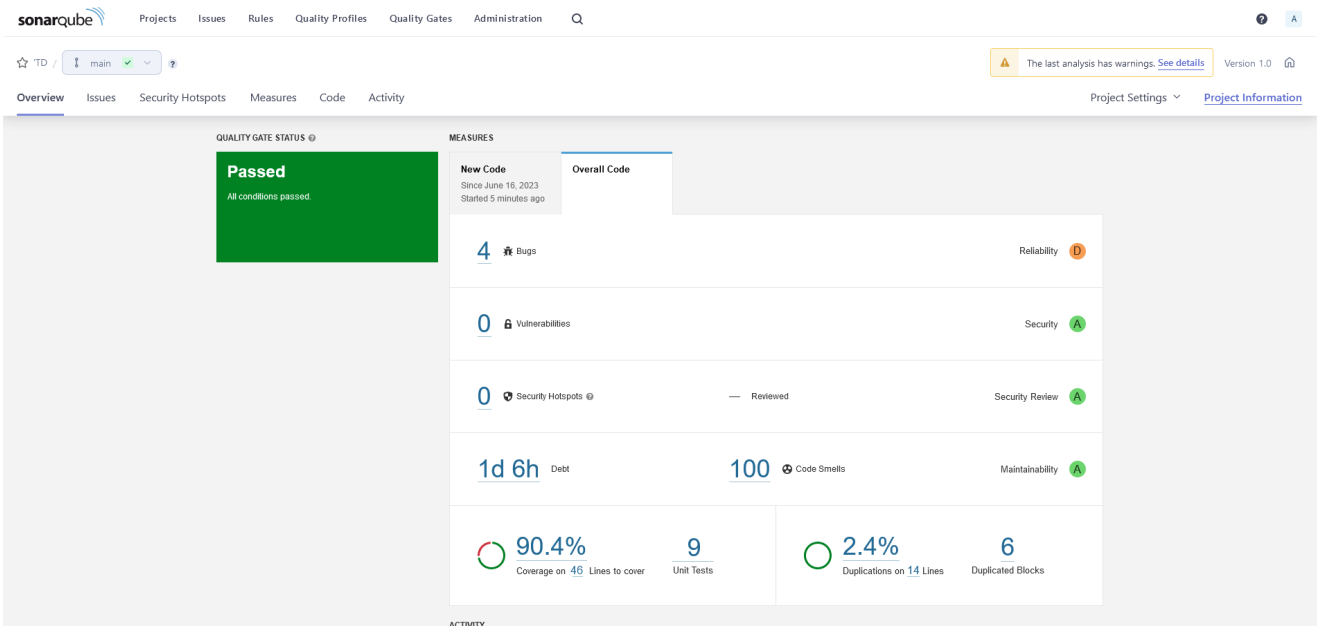

Software Tools:

- Unity: Game Engine
- GitHub: Repository for source code and documentation, CI/CD
- YouTrack: Sprint planning and ticket system for scrum
- SonarQube: Testing

Demo Highlights:

Test Coverage:

CI/CD: