Game of Life Project Documentation

Programutvikling (ITPE1600/DATS1600)  
Høgskolen I Oslo og Akershus, Oslo 2016/2017

# General information

We have tried absorbing and using the terms (variable/method names) we have read in professional literature (eg. parallelLevel) to get accustomed to understanding what they are, and seeing them in a professional coding environment.

# Use of Git

Team members have used Git extensively throughout the project development, with Issues and Pull Requests defining the direction of the project at all times. This has been extremely beneficial, as we could easily set deadlines and distribute the workload according to individual skill and knowledge.

# Chat and in-person meetings

In addition to using Git, the team met at least two times each week to discuss the current situation and priorities, as well as having several “live-code” meetings where the group huddled around one machine and wrote in unison. These meetings were very positive for the group and the project as a whole, giving us an idea of what each team member wants and expects from the project.

# Use of TODO comments

We have used TODO regularly whilst developing the project, mostly as personal reminders while we were working on our issues. For long-term TODOs (post-project completion), we have implemented a TODO\_DTL (TODO\_DownTheLine) solution. These TODO\_DTLs will be present in the final project, and should be viewed as “this would be our next move if we were to continue the project”.