

JBOMBERMAN

Silvan Adrian, Fabian Binna, Pascal Kistler

28.05.2015

Hochschule für Technik Rapperswil

Webseite: <http://se2p.zonk.io>

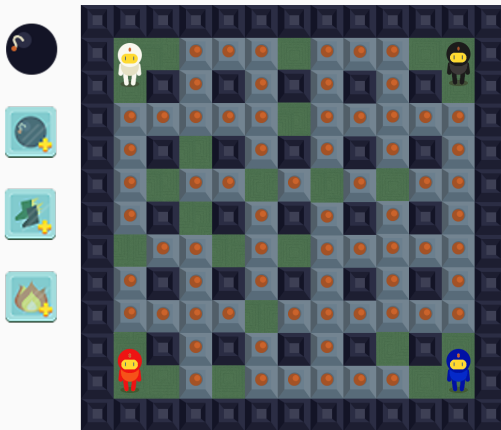
- Idee
- Architektur
- Risiko
- Demonstration
- Probleme und Lösungen
- Statistiken
- Usability Test
- Fazit
- Fragen

IDEE

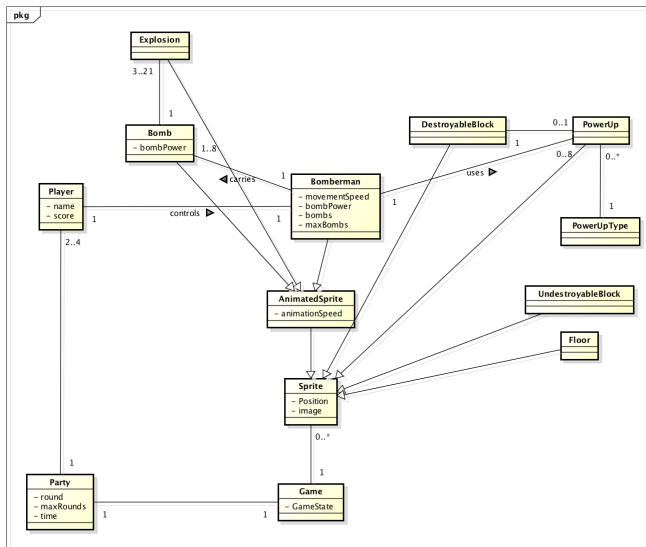
- Projekt das Spass macht und fordert
- Netzwerkbasierend
- Klon eines Spiel
- Erste Erfahrungen in der Spielentwicklung
- Eigene Engine

ANFORDERUNGEN KONZEPTE

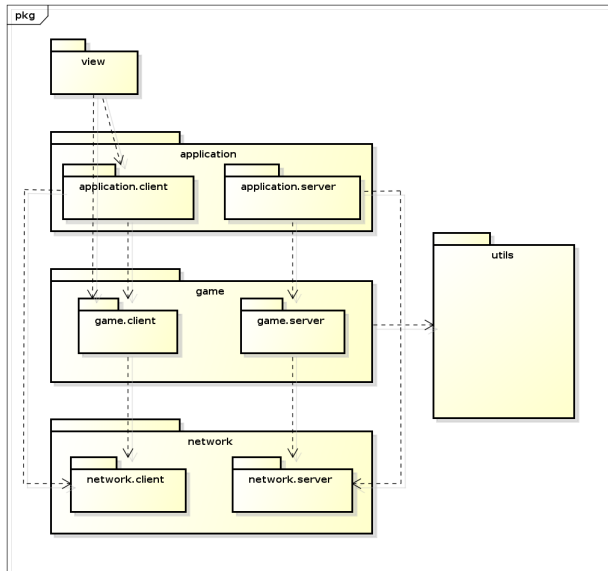
Bombermanklon: Mehrspielermodus mit 2-4 Spieler



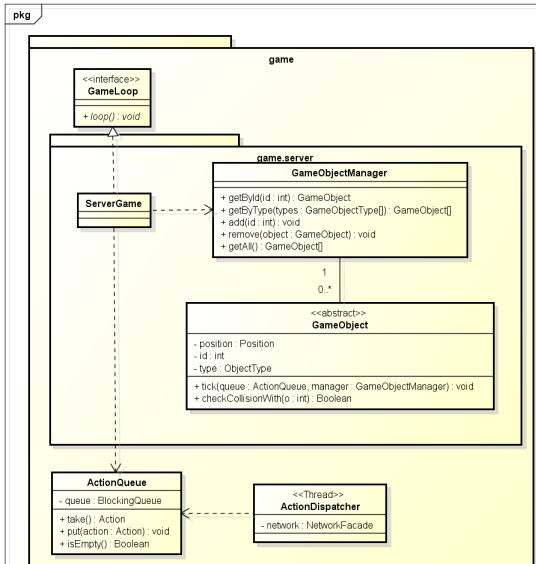
DOMAIN MODELL

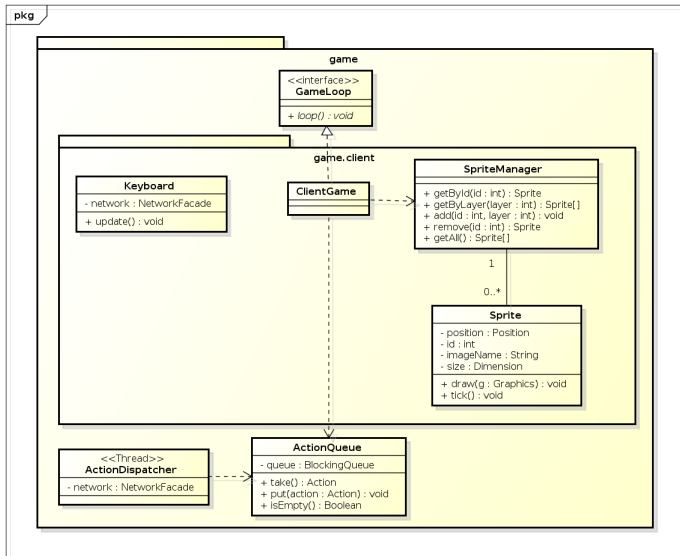


ARCHITEKTUR: LOGISCHE SICHT

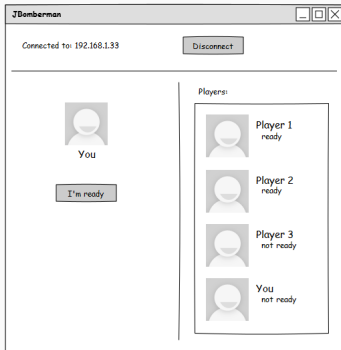
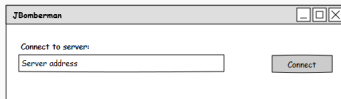


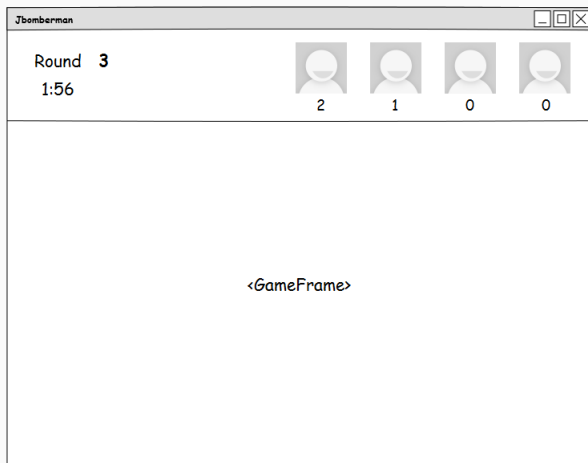
ARCHITEKTUR: SERVER





EXTERNES DESIGN: CLIENT





EXTERNES DESIGN: SERVER

JBomberman - Server

Your IP: 192.168.1.33

Name

Description

Server stopped

JBomberman - Server

Your IP: 192.168.1.33

Server running

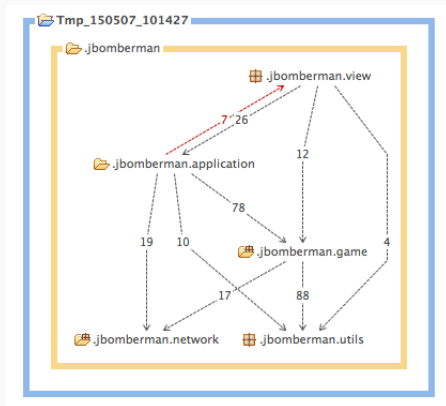
	Player 1 alive
	Player 2 dead
	Player 3 dead
	Player 4 alive

Time remaining
12:34

- Netzwerkperformance
- Performance der Applikation
- Komplexität Architektur/Code

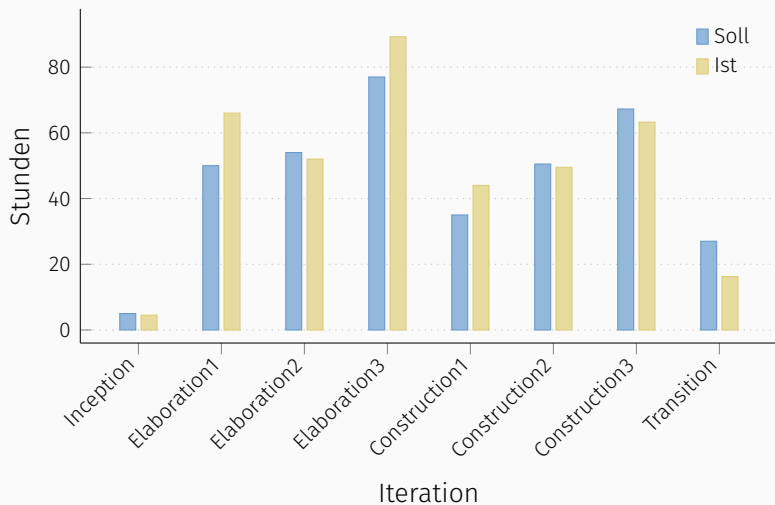
DEMONSTRATION

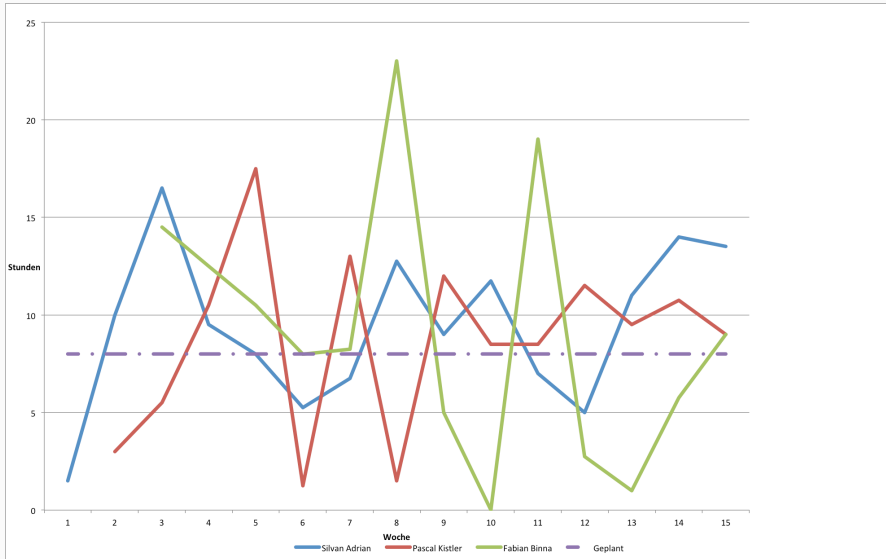
- RabbitMQ
- Threads
- Git
- VPN Bug

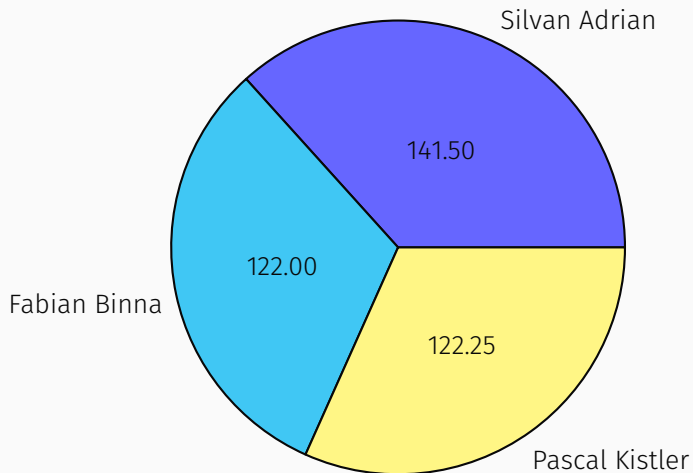


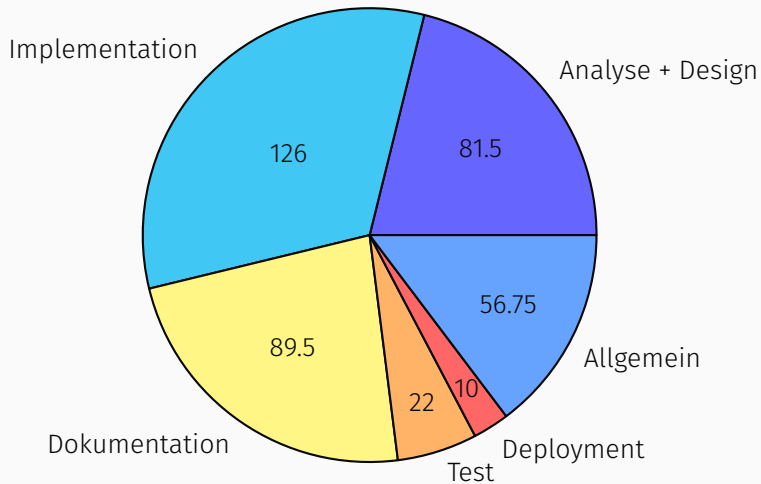
STATISTIKEN

ITERATIONEN

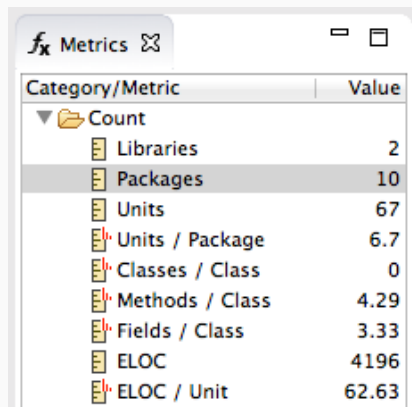




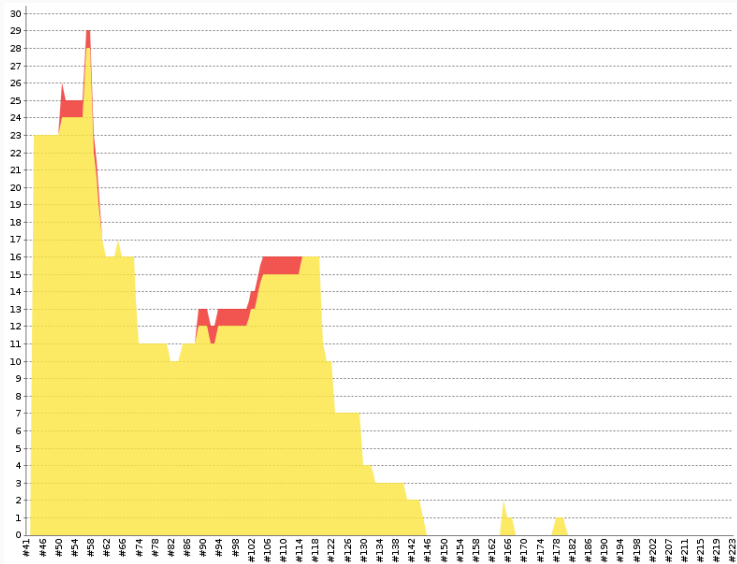




- Anzahl Klassen: 59
- Code Zeilen: 3266
- Ca.: 55 Zeilen/Klasse

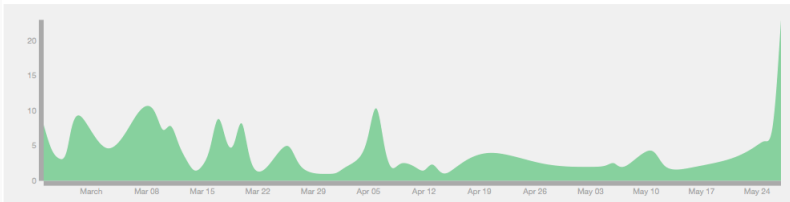


Category/Metric	Value
▼ Count	
Libraries	2
Packages	10
Units	67
Units / Package	6.7
Classes / Class	0
Methods / Class	4.29
Fields / Class	3.33
ELOC	4196
ELOC / Unit	62.63



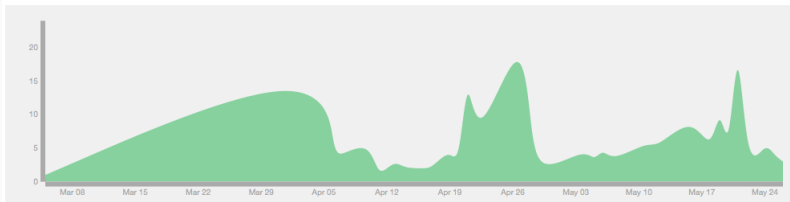
February 23 2015 - May 27 2015

Commits to master, excluding merge commits. Limited by 6,000 commits

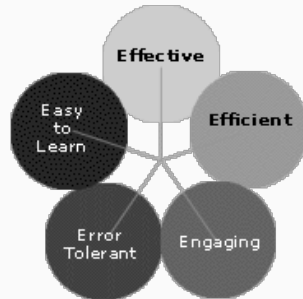


March 5 2015 - May 26 2015

Commits to master, excluding merge commits. Limited by 6,000 commits



- 2 Tests (RC1 und RC2)
- Jeweils 1 und 2 Teilnehmer
- Fragebogen nach Quensbery (5 E's)
- Sehr gute Unterstützung fürs Bugs finden



FAZIT

Positives

- Teamarbeit
- Neue Technologien gelernt
- Neue Tools verwendet und kennengelernt

Negatives

- Projektmanagement
- Viel genauer Anforderungen beschreiben/setzen
- Dokumentation

FRAGEN?