

# JBOMBERMAN

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

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

**IDEE**

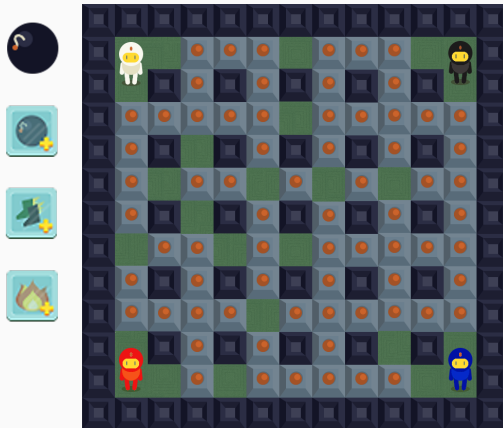
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- Projekt das Spass macht und fordert
- Netzwerkbasierend
- Klon eines Spiel
- Erste Erfahrungen in der Spielentwicklung

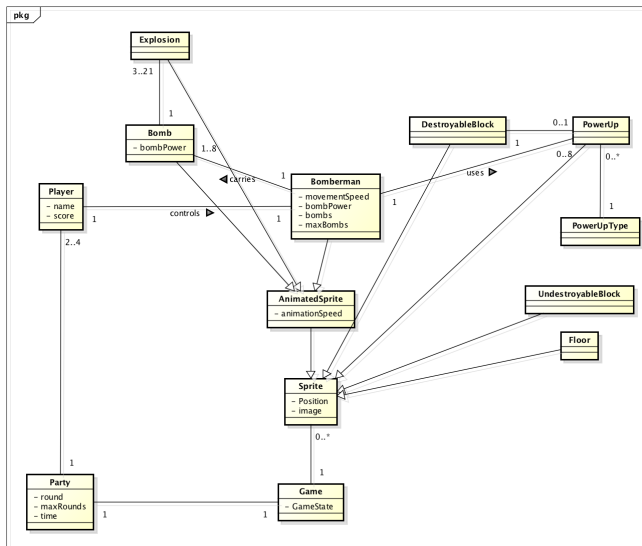
## ANFORDERUNGEN KONZEPTE

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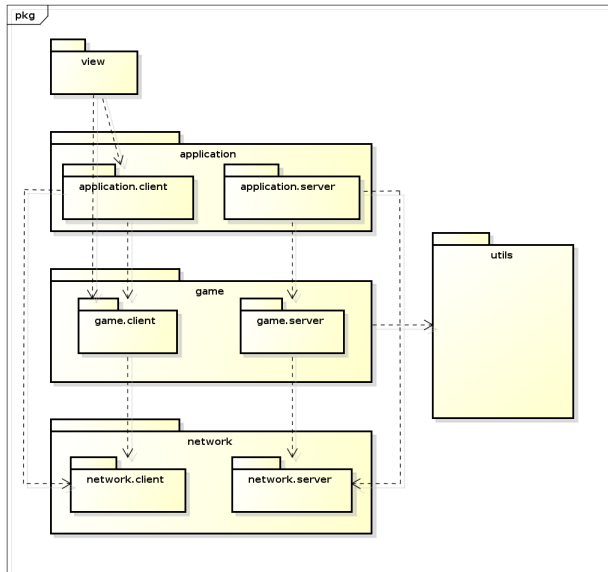
## Bombermanklon: Mehrspielermodus mit 2-4 Spieler



# DOMAIN MODELL

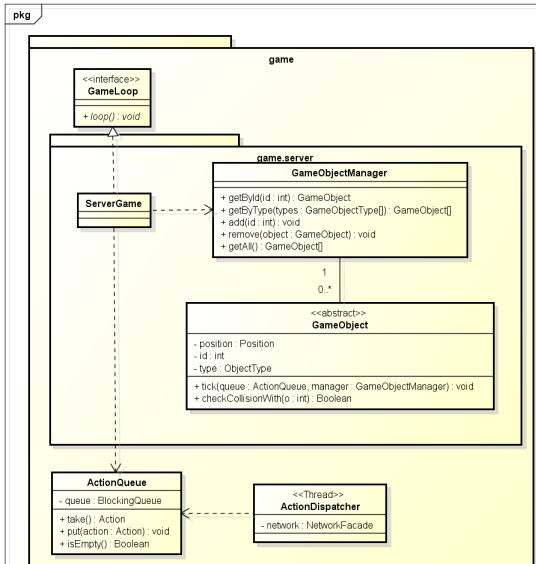


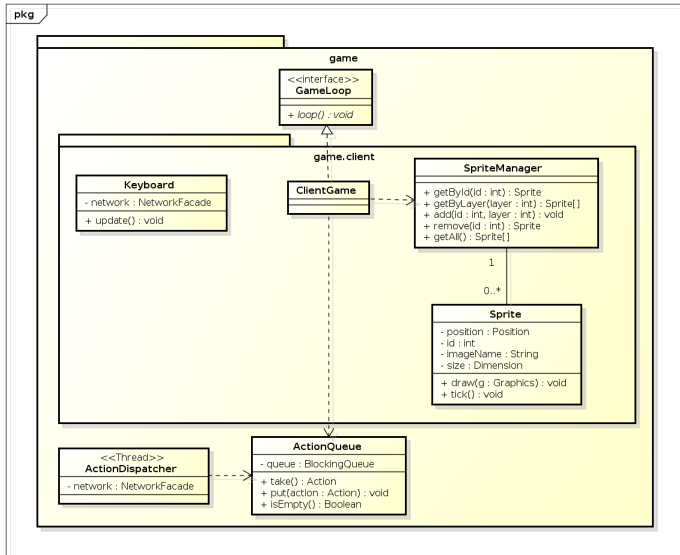
# ARCHITEKTUR: LOGISCHE SICHT



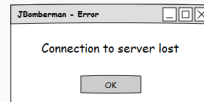
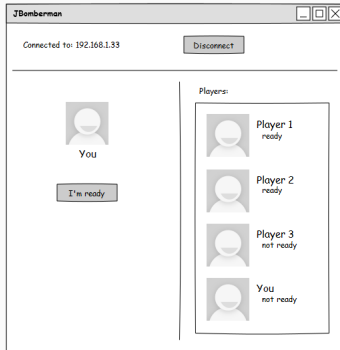
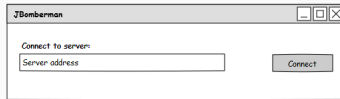


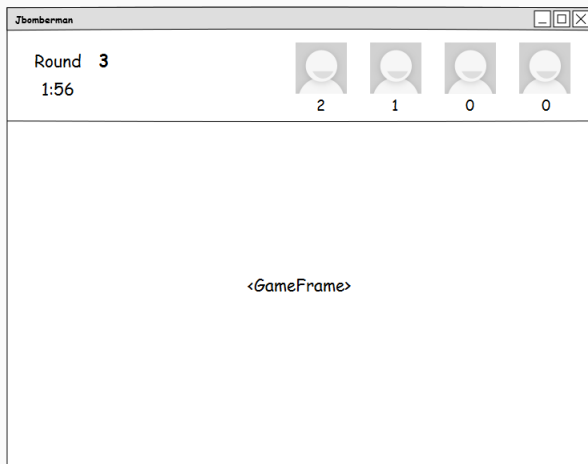
# ARCHITEKTUR: SERVER





# 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

BomberWorld

All vs All

Server running

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

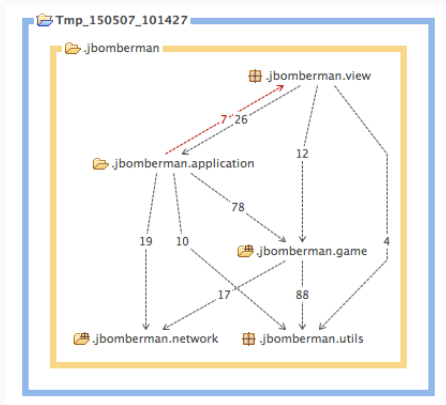
Time remaining  
**12:34**

- Netzwerkperformance
- Performance der Applikation
- Komplexität Architektur/Code

# DEMONSTRATION

insert here

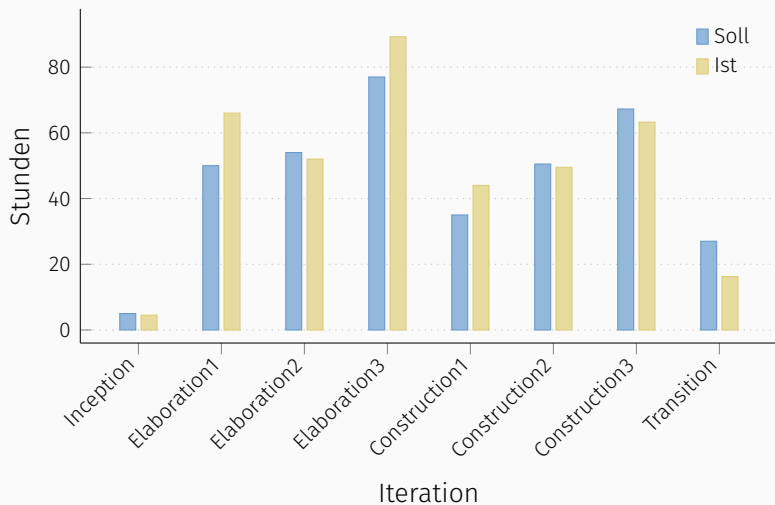


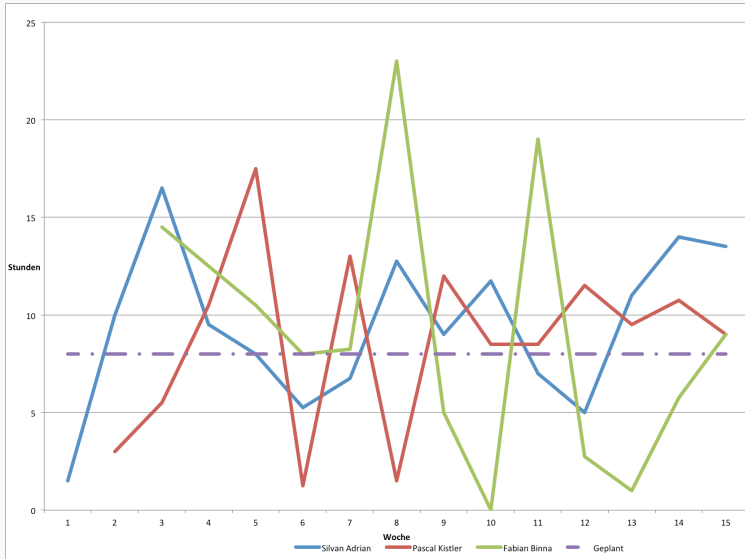


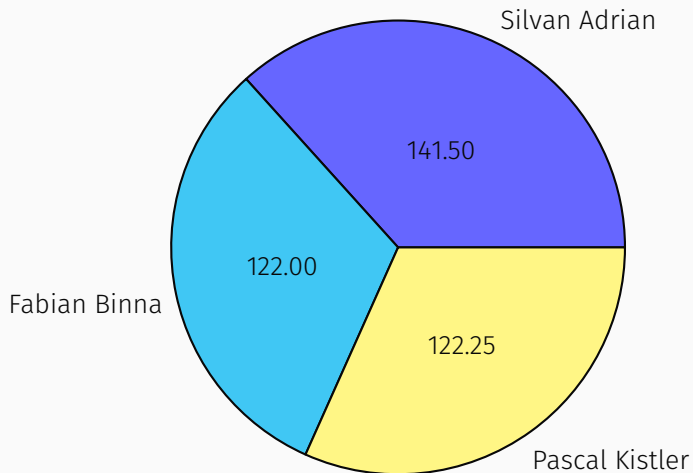
# STATISTIKEN

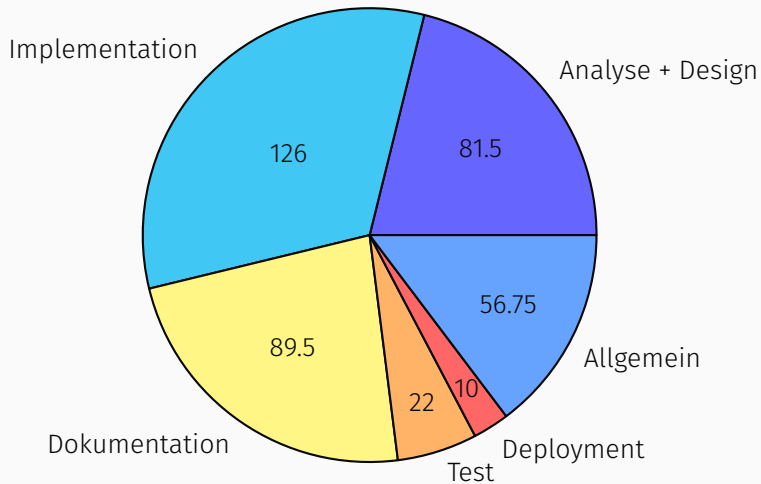
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# ITERATIONEN

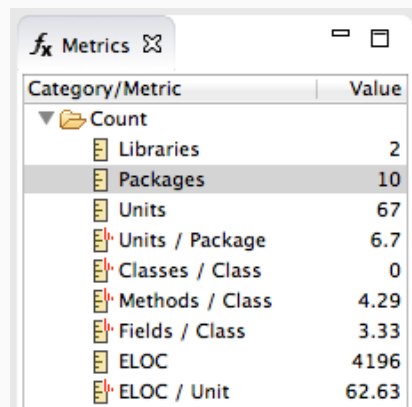






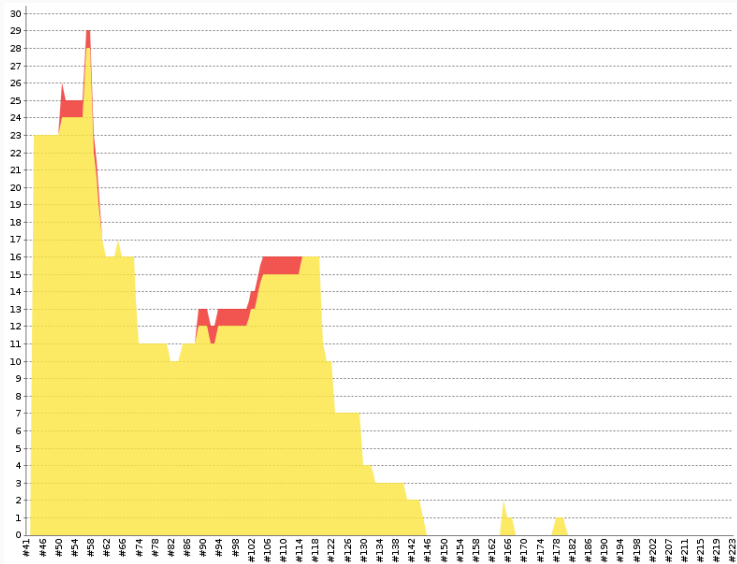


- Anzahl Klassen: 59
- Code Zeilen: 3266
- Ca.: 55 Zeilen/Klasse



The screenshot shows a window titled 'fx Metrics' with a list of metrics. The 'Packages' row is highlighted. The metrics include counts for Libraries, Packages, Units, and various ratios like Units / Package, Classes / Class, Methods / Class, Fields / Class, ELOC, and ELOC / Unit.

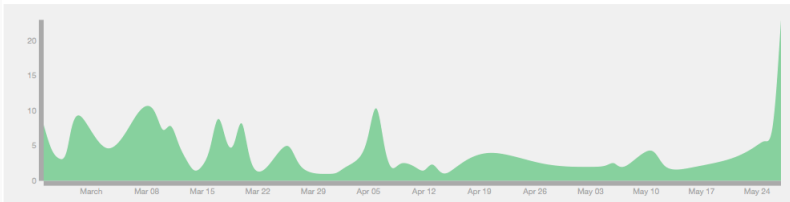
Category/Metric	Value
▼ Count	
Libraries	2
Packages	10
Units	67
Units / Package	6.7
Classes / Class	0
Methods / Class	4.29
Fields / Class	3.33
ELOC	4196
ELOC / Unit	62.63





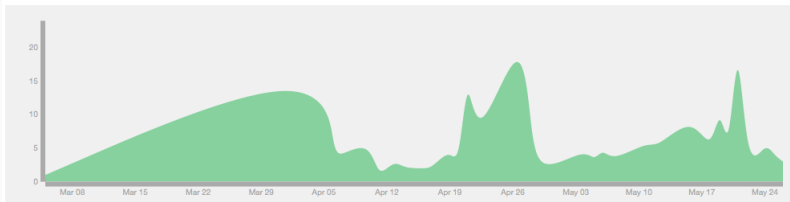
## February 23 2015 - May 27 2015

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

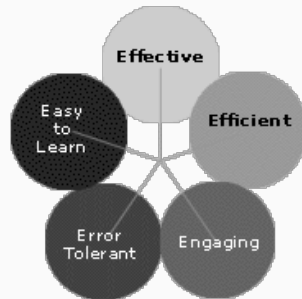


## March 5 2015 - May 26 2015

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

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## Positives

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

## Negatives

- Projektmanagement
- Viel genauer Anforderungen beschreiben/setzen
- Dokumentation

FRAGEN?