Trivial Pursuit : The World of Computing

Groupe n°A06

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Summary

- Introduction

- Scrum methodology

- Our Working method

- Diagrams

- Demonstration of the application

- Conclusion

Introduction

- The subject
  - Java Application of « Trivial Pursuit » game
  - In english
- Specific Instructions
  - Not the same gameboard
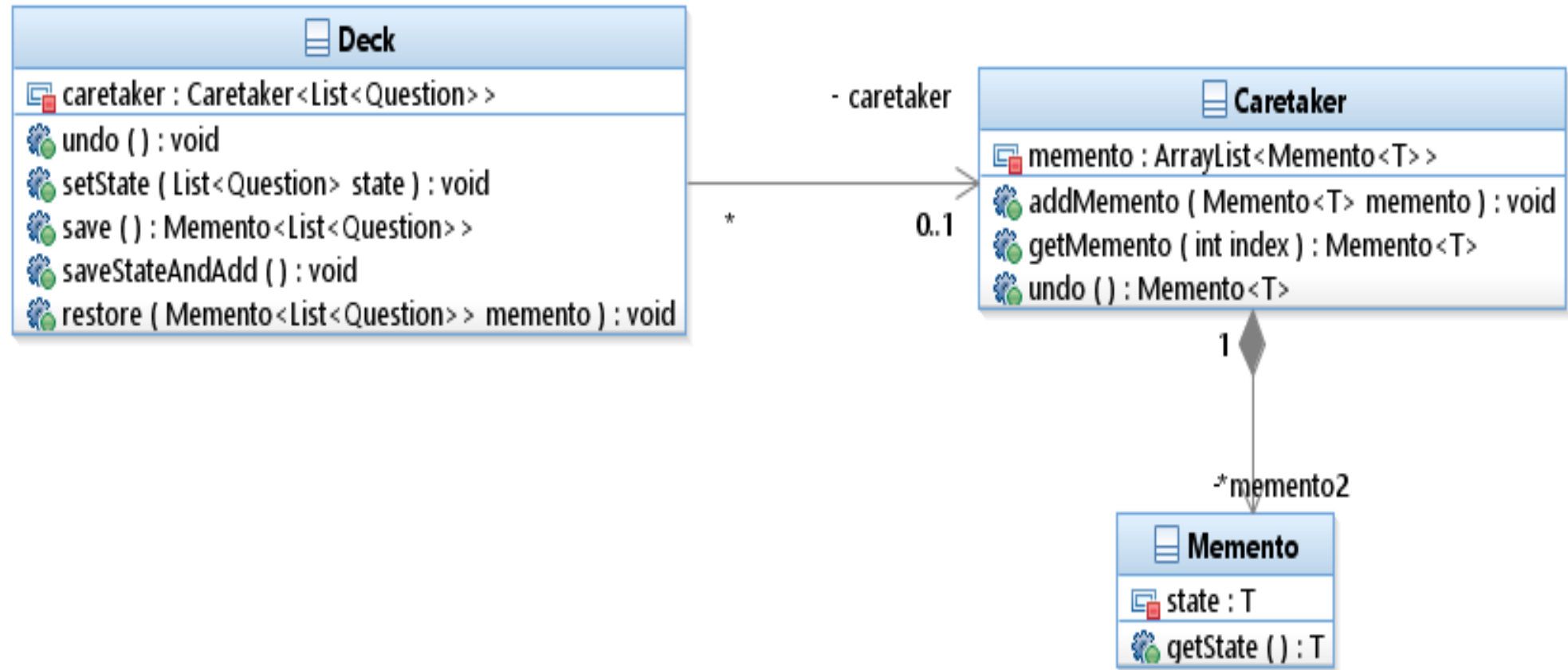 - We use a wheel
  - Network game mode

Scrum methodology

- Work divided into severals sprints

- Report for each sprint
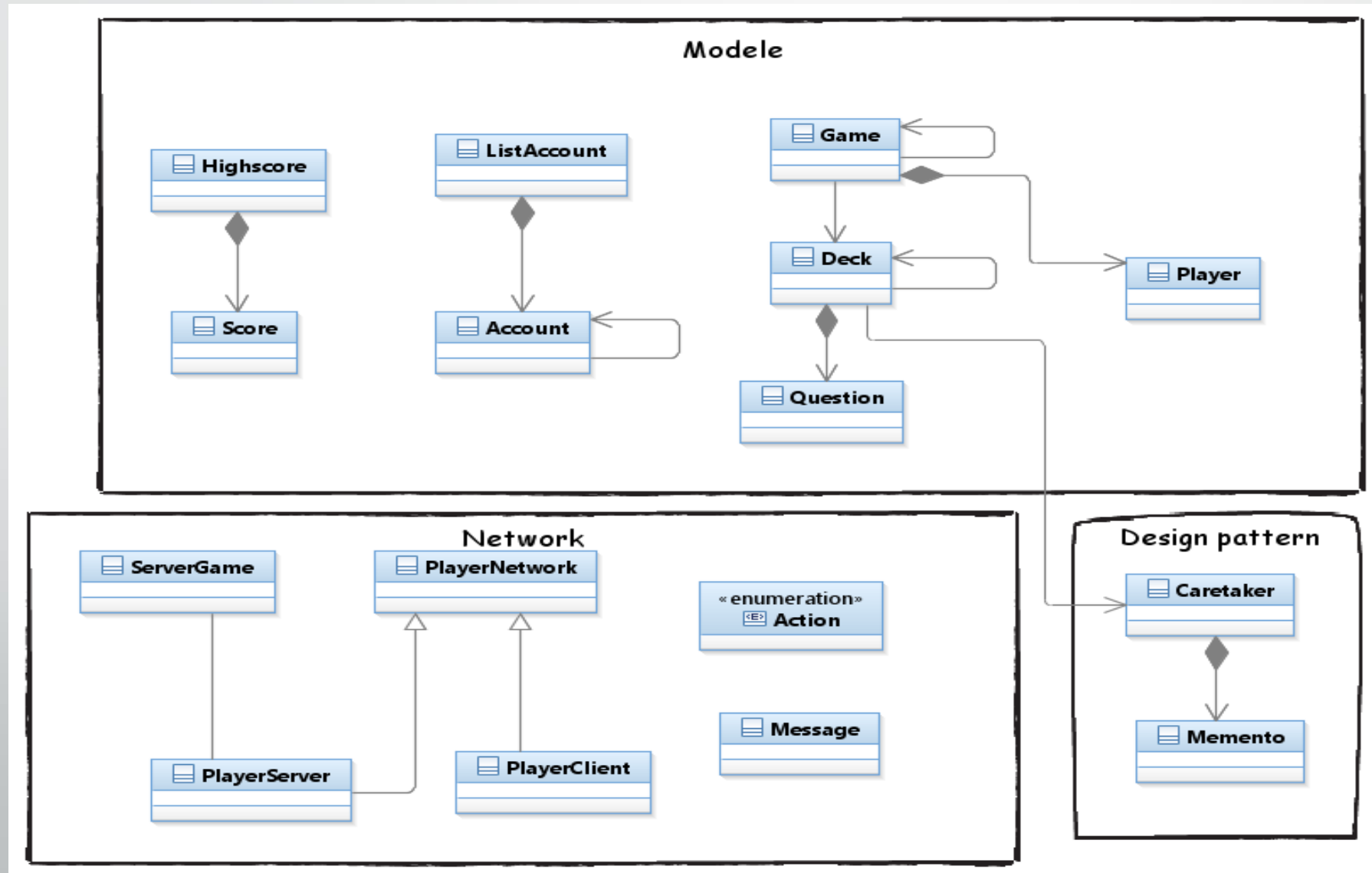
- Speak with the product owner

- Adaptation

Our working method

- We use GIT to modify the code

- We use a voice over internet protocol (VoIP) → Discord

- Pair-programming → Teamviewer

- Days organization

Design pattern diagram

General diagram

Demonstration

Conclusion

- Good exercise to increase our knowledge

- Best organization team working method

- Exceed our expectations