

# Software Engineering Methods 2014

Instructor: Dr. Alberto Bacchelli

Assignment 5

Teaching Assistants: Friso Abcouwer, Rob van Bekkum, Moritz Beller,  
Thijs Boumans, Aimee Ferouge, Jan Giesenbergh, Michael de Jong

Weeks 08–09

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The goal of this assignment is completing your project. To correctly complete this assignment you **must**:

- Carry out the assignment with your team only—unless otherwise stated. You are free to discuss solutions with other teams, but each team should come up its own personal solution. A strict plagiarism policy is going to be applied on all the artifacts submitted for evaluation.
- Your team has to complete the assignment by following the SCRUM methodology:
  - You have to submit a sprint plan for this assignment, using the template “Sprint Plan Template” available on Blackboard, by **Oct 21, 2014 @ 13:00**.
  - You have to submit a sprint reflection for this assignment, using the template “Sprint Reflection Template” available on Blackboard, by **Oct 28, 2014 @ 13:00**.
- Solutions to this assignment will consist (depending on the exercise) in changes to the source code of your project and in explanations (e.g., of decisions taken):
  - All the explanations must be included in a single PDF file with the name: *Group[devhub id]-[AssignmentNumber].pdf* (a correct name would be: *Group1-5.pdf*).
  - Changes and explanations must be pushed to the master branch of your Devhub repository by **Oct 25, 2014 @ 23:55**.<sup>1</sup>

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## Exercise 1 - 20-Time, revolutions (42 pts)

1. In this exercise you can decide what to do next on your game:<sup>2</sup> It can be an extension/improvement from any perspective, such as improved code quality, or novel features.  
Define your requirements and get them approved by your teaching assistant. The implementation and process will be based on the same criteria used for the working version, plus it will take into account whether you use design patterns and advanced object-oriented programming (**30 pts**).
2. During the analysis and design phases of this extension use responsibility driven design and UML (push to the repository the *single* PDF file including all the documents produced) (**12 pts**).

## Exercise 2 - Wrap up – Reflection (18 pts)

Your journey with Software Engineering Methods is coming to an end. Now take a step back, look at what happened to your source code through the weeks, and reflect on your practical progress with this course.

Reflect on what you have learned from Software Engineering Methods lab, what you have learned about yourself as a team of programmers, and how you will use this in the future to design and implement software systems. To help yourself in this task, you can *also* consider the first version of your game that you submitted for evaluation after two weeks and compare it with the version you submit as a final product for evaluation. Submit an essay of approximately 1000 words with your reflection (**18 pts**).

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<sup>1</sup> Solutions sent within the first 24 hours after the deadline will be given 50% of the points they would normally get. Solutions sent after 24 hours from the deadline will not be graded.

<sup>2</sup> Consider that this exercise is worth 70% of the non-optional points of this assignment, so plan its load accordingly.