

Federation University Australia at IIBIT (Sydney)

School of IT

Sydney Campus

Assignment Cover Page: Group Work

Course Number

ITECH 7201

Group Members

SL	Last Name	Given Names	Ballarat ID	UB ID
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COURSE NAME: Software Engineering: Analysis and Design____

PROGRAM OF STUDY: Master of Technology (Software Engineering)

TUTORIAL GROUP : _____ **DAY/ TIME:** _____

LECTURER: Ali Braytee _____

TUTOR (if applicable): _____ Vaishali Patel _____

TITLE OF ASSIGNMENT/ PROJECT/ CASE STUDY:- IIBIT Maze Game

WORD LENGTH: _____

DUE DATE: 29/09/2019 **DATE SUBMITTED:** 30/09/2019

DECLARATION:

We have kept a copy of this assignment/work so that we can produce it if the original is lost or damaged. We hereby certify that no part of this assignment/work has been copied from any other student's present or previous, published or unpublished, professional or amateur work or from any other source except where due acknowledgement is made in the assignment. We further certify that no part of this assignment/work has been written/produced for us by any other person except where such collaboration has been authorized by the unit/subject lecturer/tutor concerned.

-----Bishal Kumar Jaiswal-----

Signature of Student(s)

Note: It is necessary to sign the above declaration. A lecturer/tutor or an examiner reserves the right not to mark this assignment/work if the declaration has not been duly signed.

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Introduction to Team Members

The second ITECH 7201 Software Engineers: Analysis and Design requirement is that a pair of programs for a maze game be completed. I have finished the job with my friend Nikita Khadka, who is equivalent to my contribution. Here you'll find the details of the team members.

Member's Name	Student ID
Nikita Khadka	30357323
Bishal Kumar Jaiswal	30358366

Background of Assignment

This task is focused entirely on Extreme Programming (XP). Here we operate on a couple to finish the IIBIT labyrinth match and share our customer narratives about what we achieved. The task is essentially a player-composed play. The play depends entirely on handwritten instructions. The game can relocate in a number of places. We consider locally nations like (West)America, (East), England, (South)China, (North)France (North-East)Australia and numerous other nations. The user can switch from one place to another with shields and arms.

This program operates in a singleton design model, in which only one category creates an example. When working on a true domain, the primary benefit of using this model is to decrease uncertainty and eliminate difficulty in a large task.

It is a scheme or a labyrinth game in which customers can use displays like to move, purchase, sell, list and go. Users have some gold for the purchase process. The reward award for each product is dependent on the cost of the product if the customer buys the products.

User Brief stories of Maze Game

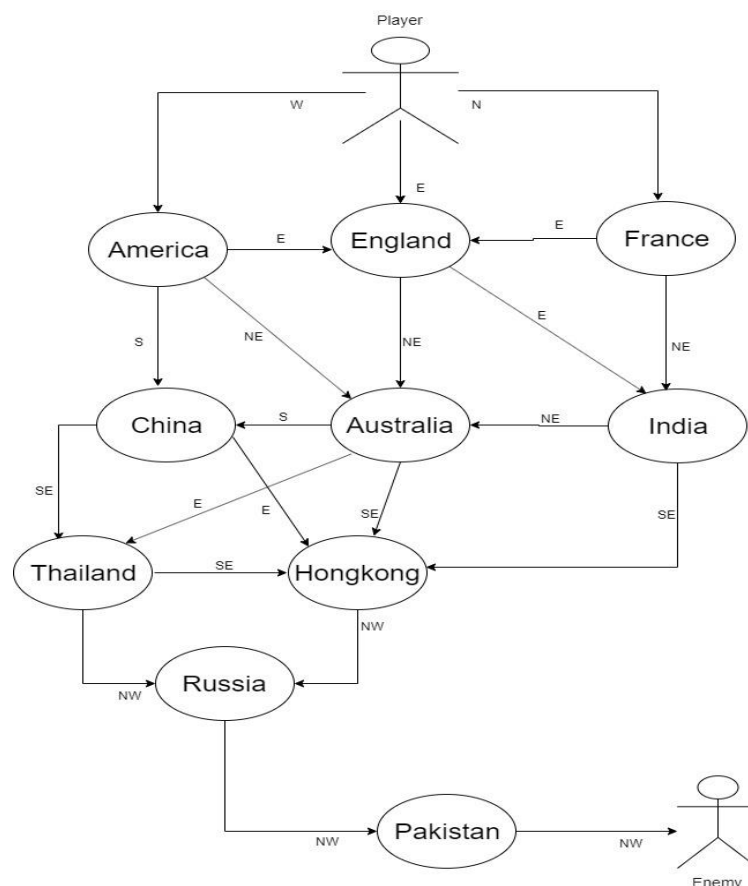


Figure 1: Maze Game Map

AttackCommand:

According to this command, player can attack their enemy under certain circumstances.

BuyCommand:

BuyCommand let us to buy the weapons or shield or any items from the selected shop which is the blacksmith shop for us.

MoveCommand:

MoveCommand allows us to move from one location to another in certain direction.

GetCommand:

GetCommand allow the command handler to get the command regarding the location or the action to do and items to take.

LookCommand:

Lookcommand allows to look used to check the current location of the destination site and the also used for checking the ahead destination direction destination.

QuitCommand:

QuitCommand does the successful exit from the overall program.

SellCommand:

SellCommand allow the shopkeeper to sell the items to the player with respect to the amount of money they have and their capacity to carry the weight.

Class diagram For maze Game

Week 7

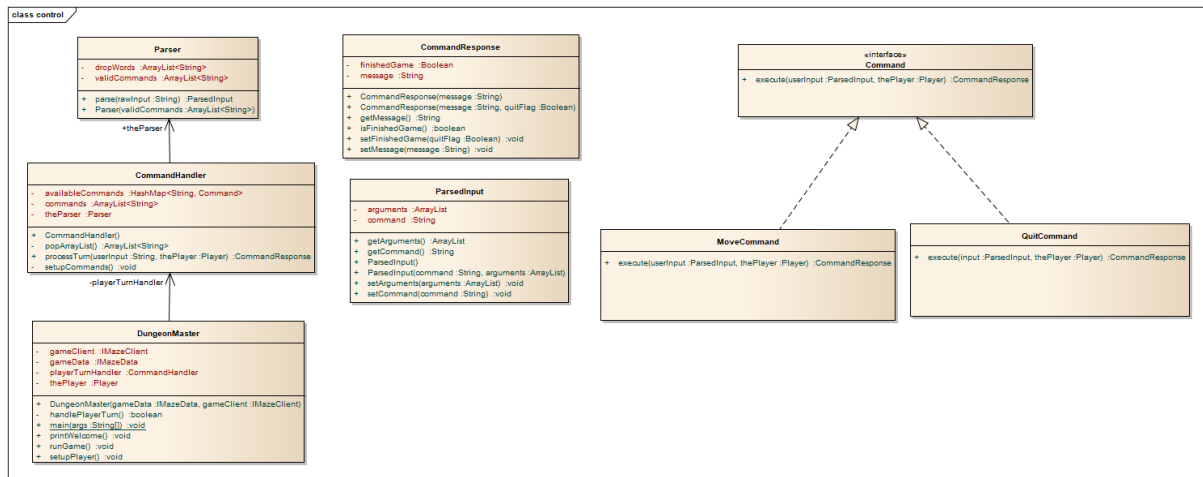


Figure 2: Class Diagram Of Week 7

Week 8

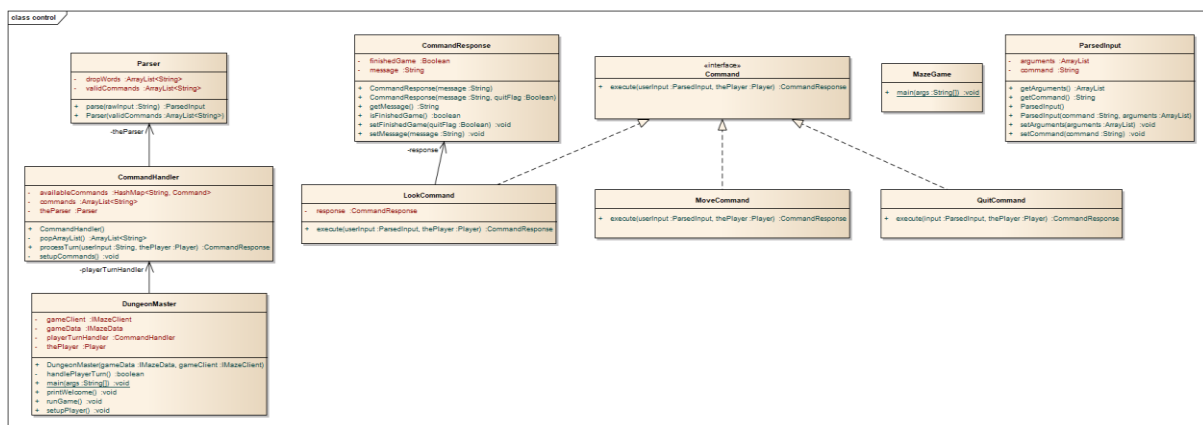


Figure 3: Class Diagram Of Week 8

Sequence Diagram

Sell command

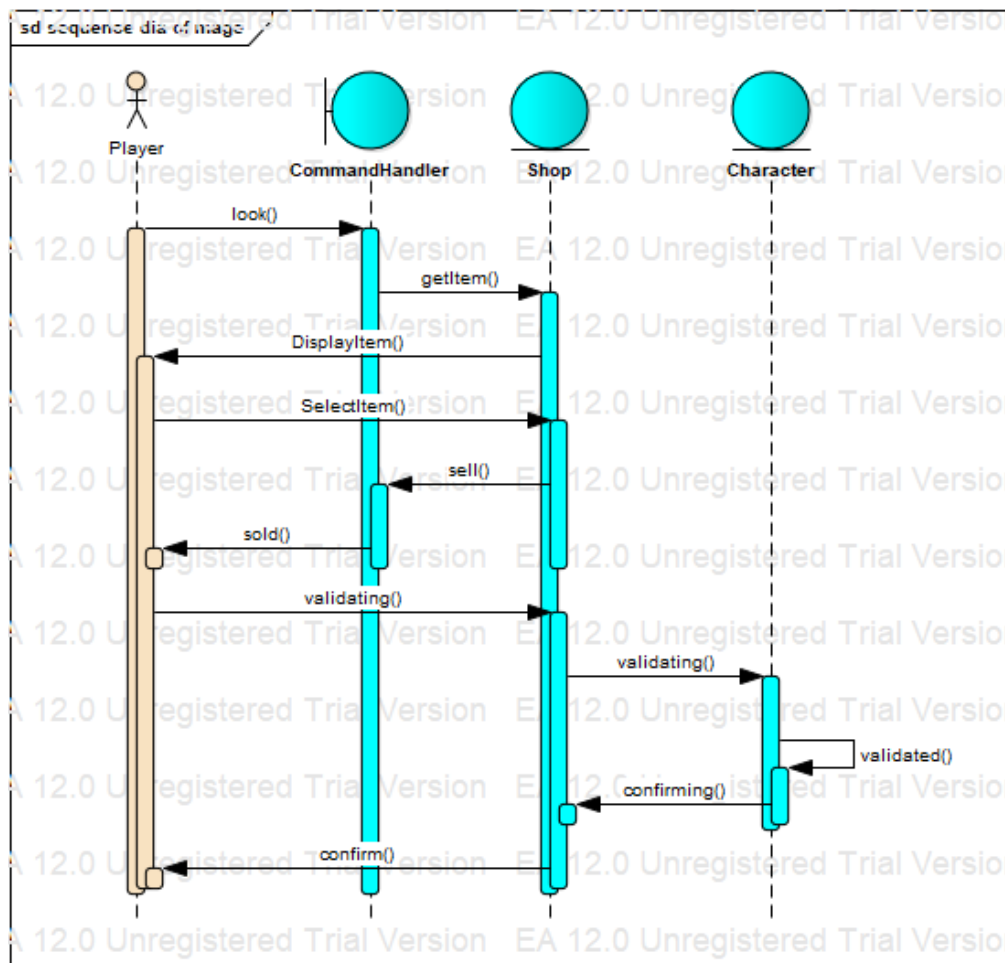


Figure 4: Sequence Diagram For SELL Command

Move Command

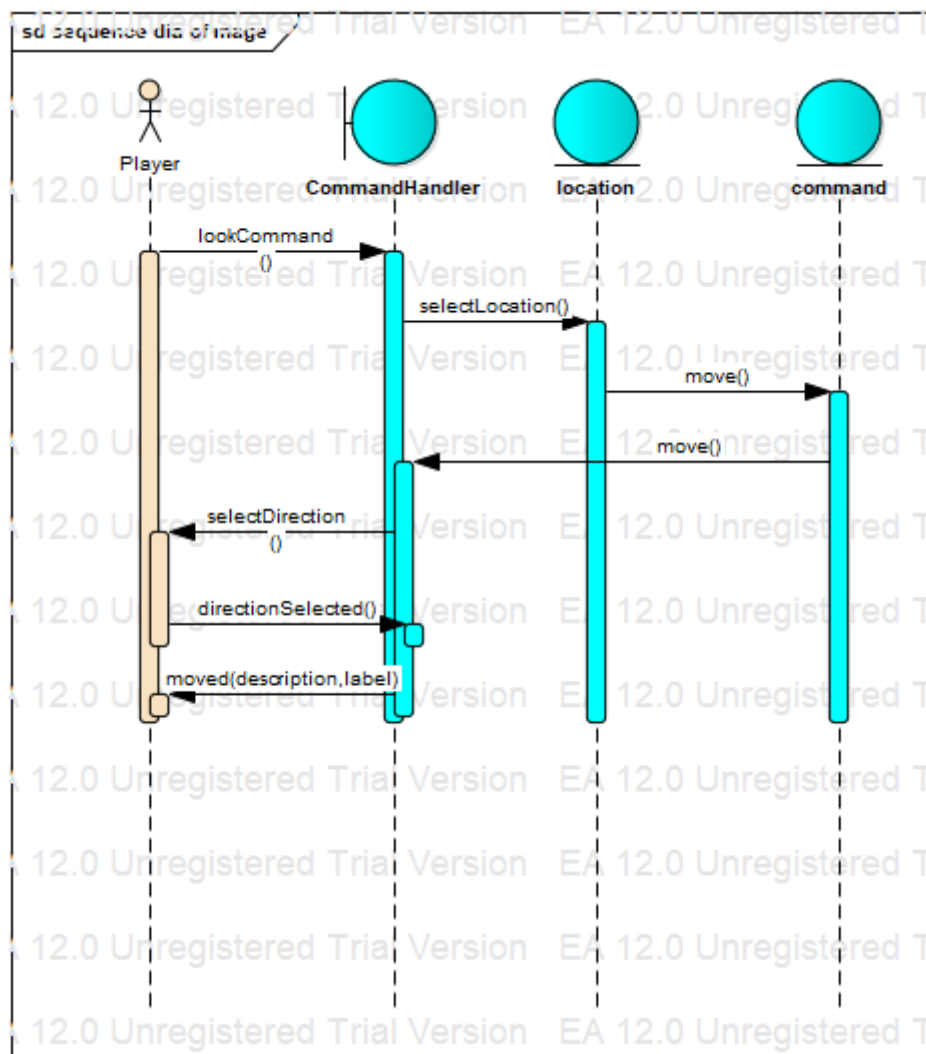


Figure 5: Sequence Diagram for Move Command

MY contribution to the group

As a combined program, this assignment was not feasible without a group collaboration.

First, we both did the assignment of Lab 7 and Labor 8 when we formed a band. Then we were prepared to finish the assignments by week 11 with some cooperation. We developed a collective chart and other results.

I collaborated on the command set as far as my input was concerned. First, from week 7 and week 8, I was doing the assignment. For every entity I worked on, I created the user history

so that my friend wouldn't have problems with his glance. I have also collaborated on experiment instances in which we have operated together to produce successful results.

Group member contribution to the group

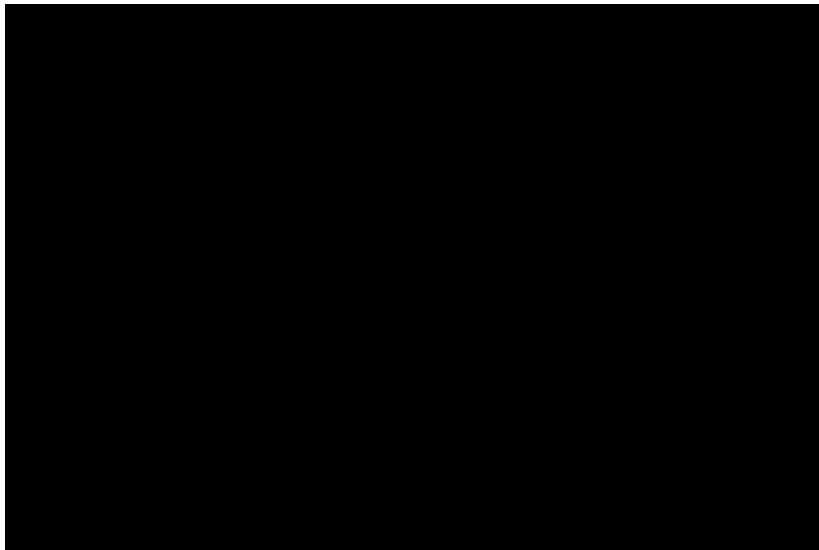
She also collaborated in conjunction with me on job at Week 7 and 8. She also produced a diagram of the school and assisted me make the chart. In all, she contributed to the set of organizations in which she sought all individuals as guns, arms and more. She also contributed to the creation of validation test instances.

Conclusion

So I was allowed to operate with my colleague on creating a labyrinth of games to understand the language of Extreme programming. We could use the single-tone layout model that prevented creating only one example per school. We could develop the play so that the user could travel in various places with distinct cap and gun. As specified in the task specification, we attempted to follow the outlines.

Video

Watch it here !!



Link

<https://vimeo.com/363498550>

References

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