

Jasper

The project overall was a lot of fun as designing a game is obviously a thing every programmer wants to do. The start of the project was kind of hectic as finishing a game within a 2-week timespan is quite a task but since the other courses weren't extremely filled at that point in time it was definitely doable.

I'm disappointed in two things mostly, which are that we put so much effort in creating the first version and not fine tuning the requirements that our grade for it was kind of 'bad' whereas I expected a lot higher for the effort we put in it. However since we put less effort in the requirements we got a lower grade. The other thing I'm disappointed about is the fact that we had a week where there were 2 people rather sick and unavailable for a long period and we didn't manage to complete the entire second feature for which we got a 1 which I was really upset about especially considering a different group hadn't finished their second feature the week before and their TA just punished them by taking a point off their grade but didn't grade them with a 1.

The most difficult thing for me to consistently do was to actually use CRC and UML before going into programming, as I'm a self-taught programmer who's been programming for about 6-8 years now I'm quite used to what to think of when designing something and I already am aware of design patterns or giving the correct responsibilities to the correct classes. But I guess in the end it is better to use CRC and/or UML before starting to write code since it does make you think about the structure a lot more than just having it in your head.

Bernard

During the project my contributions mostly consisted of implementing new features, writing javadoc, cleaning up code, and creating CRC cards/UML. I didn't do much testing, but was mostly working on the code in the 'main' package. I also did most of the communication between the TA and the group.

I enjoyed the discussions about new functionality and felt like I was part of the group effort. I learned about the way other people write code by pair programming and code review. The set construction of the meetings was good for the development process, because it made the project move forward. Although in the later iterations group members were busy with other subjects.

I already understood the tools for the development process: git, github, and Eclipse. I acquired this knowledge from past projects..

In a next project I would be more involved testing the code I wrote, instead of evaluating and improving existing code.

Leroy

This project helped me a lot with understanding new things in the Java language. This is the fourth project on the TU Delft and the experience of the previous projects helped me a lot with this project. Things like asking questions when you don't understand code is a smart and helpful thing to do. Also communication with your partners improves the quality and time spent on the tasks. I have made a lot of contributions to testing the product, refactoring code and the asteroid movement. I enjoyed testing and refactoring code because it helped me understand the code much easier and that way I could spot problems quicker. Also I have had a big part in the debugging role. Most of the times when all the code was merged there were many complications. Testing classes also had a lot of complications, because of the graphics and GameContainer class, I helped with resolving the problems. What went well was mainly handing out tasks to members and completing them. We had a very strict schedule and every member was perfectly on time with completing their tasks. In a next project I would probably spend more time on coding so that this part of the project can be finished faster and even bigger improvements can be made.

Emre

During the project I worked on all required parts. I worked on the implementation of the asteroids game: design patterns, refactoring and features. I also worked on testing of the packages. We always distributed the tasks of what was needed to be done using the sprintbacklog on Monday, so I knew what I could do outside the project days on the project. I used WhatsApp on my mobile phone to participate actively meanwhile the project by asking questions my team members and reason about the design of the asteroids project. Moreover I was always present during the project, except for one day and actively participated in decision making and discussions within the group. One of my important roles was refactoring, implementing design patterns, fixing bugs and testing of the project. My communication within the team and work on the project and report went very well. During the project I learned a lot about using software engineering methods and the importance of using design patterns and code reviews.

In a next project I would be more involved in making UML diagrams. I would also put even more time in thinking what you are going to code before you are going to code. Still the problem remained that we wrote unnecessary and overly complicated code. I also would like to spend more time in using code reviewing tools because they are very handy.

Bryan

The project had a lot of problems prevented by starting with quality code in the first few weeks of the project. Choosing the right framework and right code structure allowed us to solve many problems more easily than expected.

My part in the assignments has mostly been in writing up UML and reviewing. From outstanding UML sequence cases to quality reviews of code, I have mostly been concerned with work in that area. I have learned to better plan my role in future projects so I can give more contributions in code. My tasks have mostly been concerned with non-code related parts of the assignments. I have also learned that UML and several other tools in software design can provide benefits only when used properly.

Most challenges we faced were about delegation and consistency. The dynamic character of the assignments made us take a more unstructured approach to completing them. However, we did not sufficiently acknowledge the caveats that come with this type of approach. We would often find ourselves in need of leadership and structure when deadlines came about. In future projects it would be wise to make more explicit decisions about responsibilities and handling deadlines. Mostly, we need to plan far ahead of deadlines instead of working last minute like we usually did.