Truth and Lie Card Game

TruLi

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Methodology

We decided as a group that Agile would be more useful than Waterfall or Iterfall for our type of project. Agile was great for our app because we constantly need to re-evaluate our projects needs and demands. Changing aspects of our project on the fly would have been extremely hard if we used Waterfall. We think that Agile deserves 5 out of 5 stars.
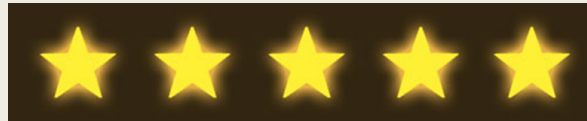
Project Tracking

We decided to use Trello for our project tracking software. Our group found it both helpful and useful. We liked the versatility of the program and the fact that we could have cards for every category was nice. The card customization features were handy. We give trello 4 out of 5 stars.
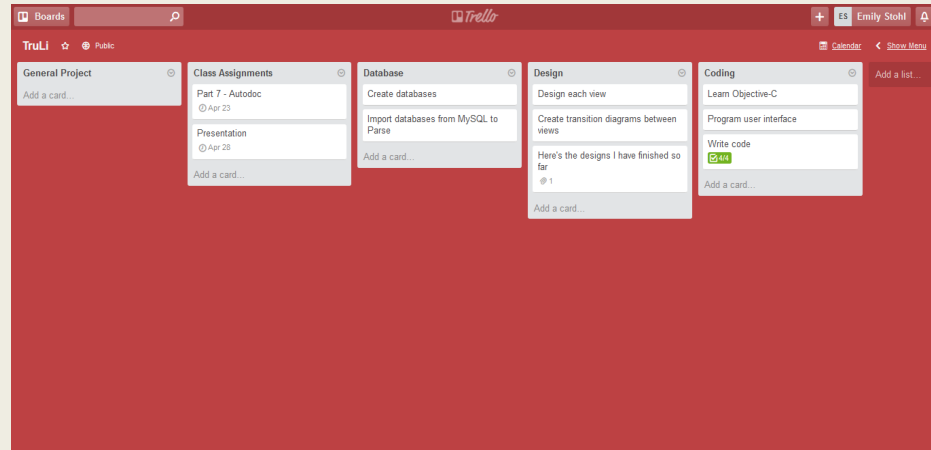
VCS Repository

We used GitHub for our repository. The ability to share everybodys code across multiple different machines was essential and useful. Fetching and pushing to the repository was really simple with x-code. We decided to give GitHub 3 out of 5 stars.

Database

We initially used MySQL for our database needs. We employed the helpfulness and usefulness of MySQL Workbench to create our database. We ran into a roadblock while trying to connect x-code with MySQL, so we switched to parse. Parse was easier to connect with x-code, so we just migrated our MySQL database into Parse. 5 out of 5 stars for both!

Testing

We misread the assignment and used the compiler that came with x-code. If we had done the project right, we would have wrote up a proper workbench in X-Code if it would let us. Because we did not use the right type of Unit Testing software, we give this part of the project 1 out of 5 stars.

Auto-documenter

For our auto-Documenter we decided to use HeaderDoc for its easy integration with Apple's IDE. Header Doc was fairly easy to use, but the commenting structure was confusing and it did not add anything worthwhile contribution to our project. Because of these problems, we give HeaderDoc 2 out of 5 stars.

Deployment Environment

If we were going to deploy our application, we would have used the Apple app store. However, our app is incomplete and it would have been a waste of time and money to deploy an incomplete app. Seeing as how we didn't use a deployment environment, we give it a rating of 1 out of 5 stars.

X-Code

The main IDE we used was x-code. We felt like the resources provided by x-code were really useful and that it had great documentation. It was also really easy to navigate through the environment and build projects. We give X-code 5 out of 5 stars!!

Challenges

-Abbondening MySQL and switching to Parse
-Constant re-evaluation of the project's needs and direction
-Differences in group members expectations