Fury Fighter Project Phase 1

Fury Fighter is a remake of the game Burai Fighter. It is written in pure Java using the Swing and AWT toolkits. The implementation that exists is only partially complete and filled with bugs. The code is poorly written, uncommented, and there are no unit tests.

In this semester, students will form teams and conduct software testing and maintenance on Fury Fighter. Through this project, students will practice project management, software configuration management, build process, software testing (bug correction), and software maintenance (code refactoring and feature enhancement). The project is divided in phases and each phase is made up of different activities.

Project Phase 1 Requirements and Deliverables

Read the design document.

Download the source code from Blackboard and read the source code.

Join a team, set up a sourceforge.net project, and add your code and team members to the project.

Create a build file to compile and run the project. The targets should be:

> build : compile the sources, placing the .class files in another directory

> run: run the program. Should depend on build

> cleanbuild: delete the class files, then rebuild.

Have team meetings to discuss the design document specification, the Java implementation, and the schedule for project, and create meeting agendas and minutes.

Deliverables

Team meeting agenda and minutes. There should be 2 to 3 meetings in this phase. The suggested format is in the slides; your minutes and agendas should contain the same information they do.

A document answering this question: Does the program in its current state implement all of the requirements of the design document? If not, what requirements are not implemented? This will require you to read through the code, as it will not run it its current state. The best way to accomplish this is to read through the design document, extract requirements (i.e. Player should start with 4 lives.) and then briefly discuss if it is or isn't implemented.

Set up a subversion repository on sourcefoge.net for the project and use the downloaded source code as

the initial version. Please provide me with an URL from which I can check out your project (code and documents) in the repository, as well as a link to your profile.

Microsoft Project Schedule file, with your team added as resources, and some tasks related to reading code and having meetings.

Note: The requirements of this project are subject to change.