SENG201 – Software Engineering
# Project Farm Simulator

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Structure and Design Choices

Our application structure was defined by a singleton design pattern. With the game environment containing a public static function that returns a reference to the game environment. The game environment also holds the similar singleton access functions for Farm, Farmer and Store. Individual objects of the farm, i.e. crops, animals and consumables, are regular objects and all inherit from FarmItem.
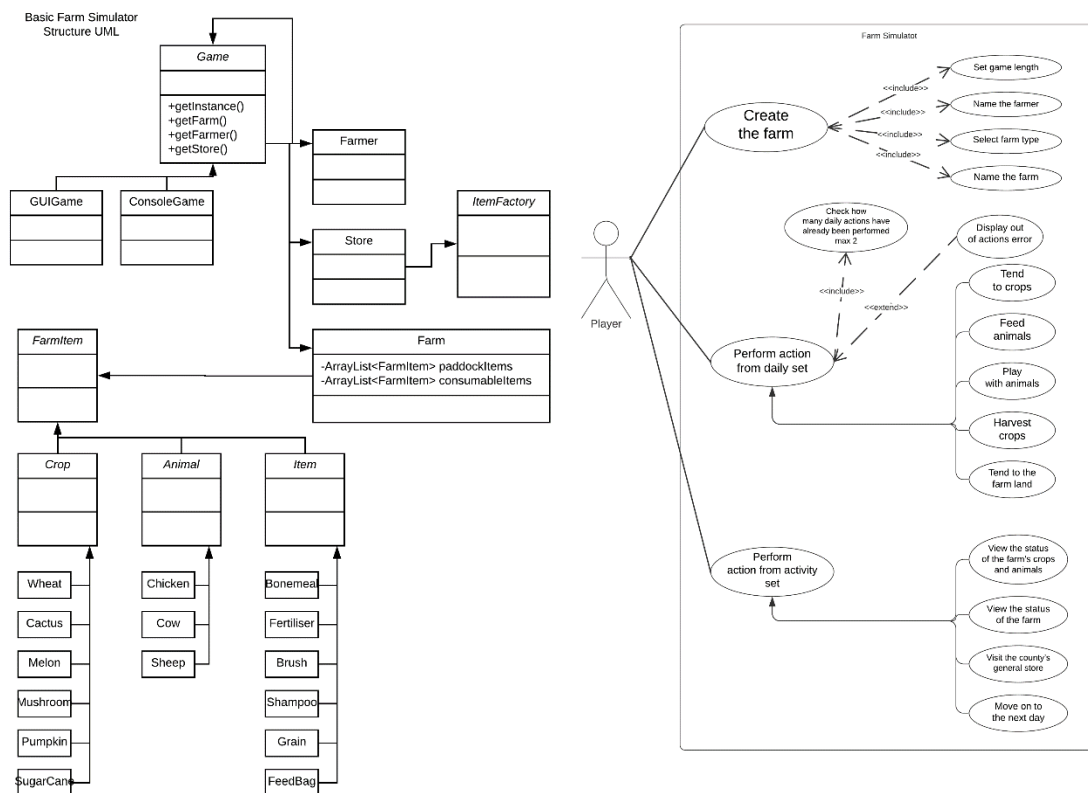
NOTE:: One design choice we made was to use a IDE of our choice, and for this reason GUI was built using Intellij IDEA Swing UI Builder, rather than Eclipse Swing UI Builder. While writing this we realise this may cause source code execution in Eclipse to not function correctly.

Unit Test coverage

Current unit test coverage is: 0%

Explanation:

~~Yet to implement.~~
Ran out of time due to poor time management.

Thoughts and feedback

Our project management and time management skills require work. However, our domain knowledge of programming concepts and other useful tools came to our advantage.
After beginning to implement our code from our initial UML diagrams, we found our beginning project planning to be insufficient, and we believe this was one of our biggest downfalls. On top of this, our lack in planning created a final rush to get things done, without the coordination that would have been provided with better project management.

However, this final rush to finish was assisted by our knowledge of design patterns, and the use of Git versioning, to allow us to work on separate parts of code, at the same time, easily.

One aspect of our project management that was overlooked was our development platform. As stated earlier we chose to use Intellij IDEA rather than Eclipse, and later realised this may make marking difficult (sorry).

Retrospective

Our implementation went well, while we're both new to Java, we picked up the language and intricacies relatively quickly. However, this did not make up for our lack of forethought, time management, and planning.

For our future projects, a lot more time will be spent on correct planning procedures, and better communication.

Effort Spent and Contribution Percentage

Alex:
37 hours, 50%

Johnny:
40 hours, 50%