

For project 3 and project 4 our teams main integration strategy was Bottom-Up Integration. Our team started with coding the base elements like a character class that holds all the necessary information and simple html front end elements. Then our team worked on higher level html elements and character attacks, for the html elements we were able to test them with drivers. Our drives at this stage were just printing to the console when a button was clicked but even that greatly helped the learning process as none of our team had ever used html or javascript. For the javascript at this stage our drivers were just simulating all of the attacks a player could make to ensure they all behaved correctly.

For the next stage of our integration we needed to merge the javascript with the html, this ended up going very smoothly because of how well documented of a technique that is, our team was able to find plenty of explanation online to help guide us through. At this point the project is essentially at where it was for the end of project 3. For project 4 our changes to the code were not really top down or bottom-up, it was more of an “insertion” type of integration where our team would write new code then slot it into place in the code base. To help smooth this process our team followed an agile type method of ensuring the code compiles and works at the end of each day. With these two integration methods our team was able to work smoothly and efficiently to build the code base and make key changes at every level.