



**FACHHOCHSCHULE
ERFURT** UNIVERSITY
OF APPLIED SCIENCES

Angewandte
Informatik

Ascendancy

Heute Erfurt, morgen die ganze Welt!

Bernd Schmidt

Thomas Volkmann

Chris Arnold

Norman Simanowski

Erfurt University of Applied Sciences

Gliederung



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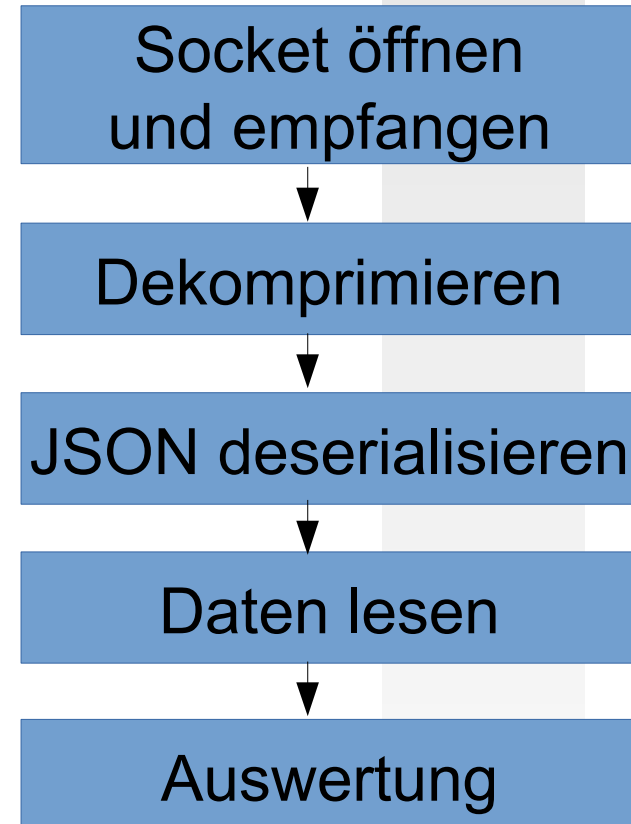
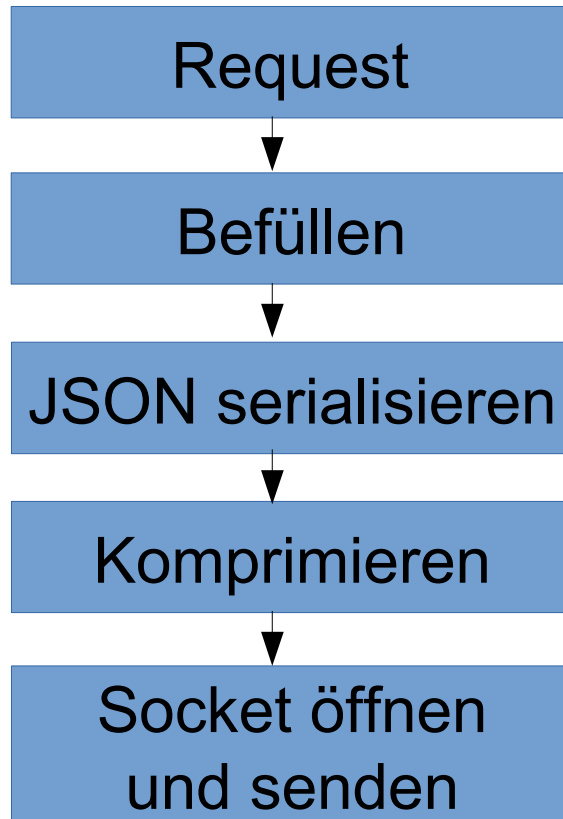
- Client-Server Struktur
- Tests
- Auswertung
- Aktuellen Stand
- Lessons Learned
- Weiterführung

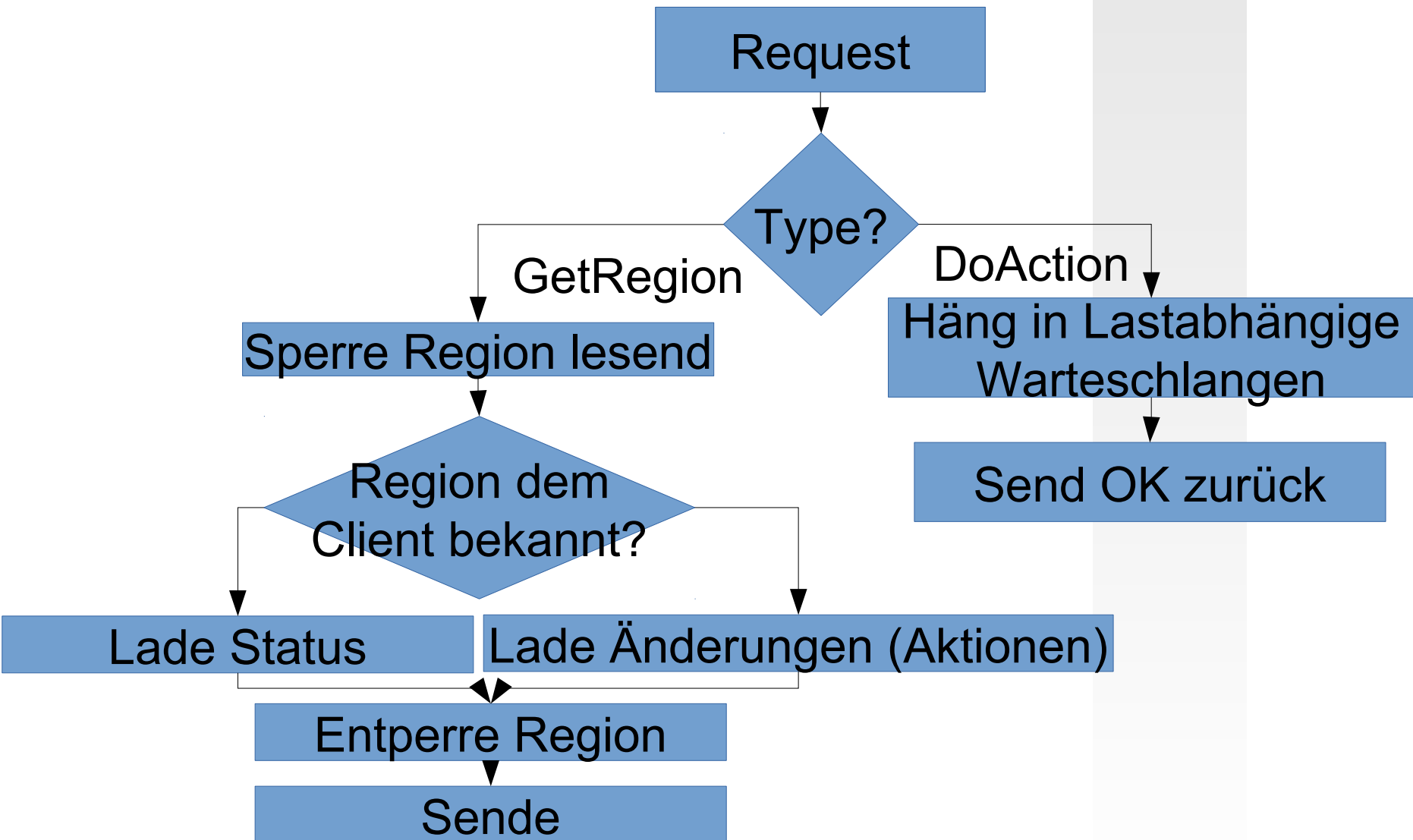
Client-Server Struktur

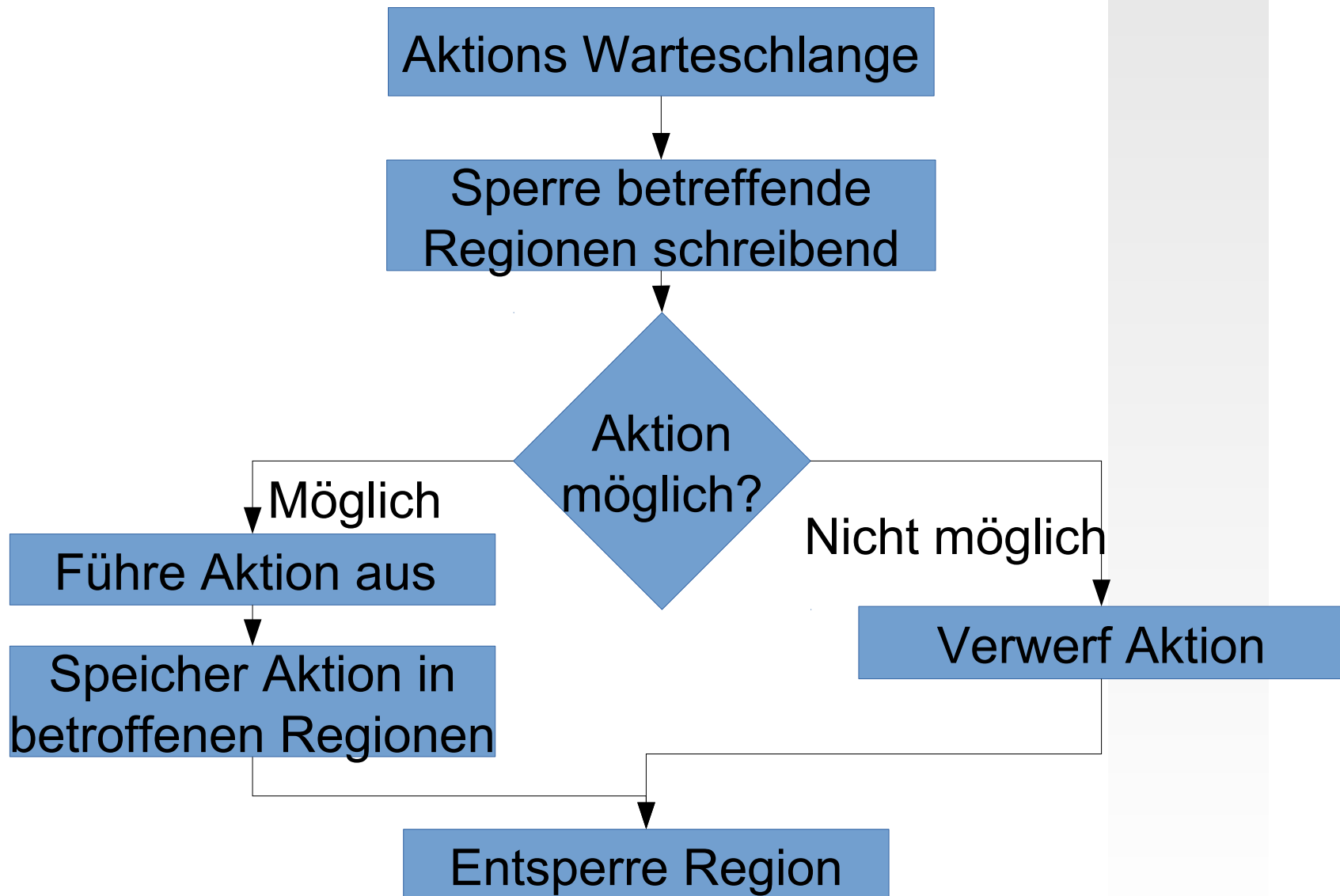


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- NUnit
- Kommunikation mit Server

```
48 [Test]
49 public void Login()
50 {
51     var testLoginRequest = new Core.Connections.LoginRequest(
52         new Core.Models.Position(8108, 15),
53         "Maria",
54         "Musterfrau");
55     var testJson = JsonConvert.SerializeObject(testLoginRequest);
56
57     var testPackage = new Packet();
58
59     testPackage.Content = testJson;
60     testPackage.MethodType = MethodType.Login;
61
62     var client = new TcpClient();
63     client.Connect(
64         Client.Common.Constants.ClientConstants.TCP_SERVER,
65         Client.Common.Constants.ClientConstants.TCP_PORT);
66
67     Assert.True(client.Connected);
68
69     var testStream = client.GetStream();
70
71     testPackage.Send(testStream);
72
73     var testPackageIn = Packet.Receive(testStream);
74
75     client.Close();
76
77     Assert.True(!client.Connected);
78
79     var data = JsonConvert.DeserializeObject<Core.Connections.LoginResponse>(testPackageIn.Content);
80
81     Assert.AreEqual(Core.Connections.LoginResponse.ReponseStatus.OK, data.Status);
82     Assert.IsNotNull(data.Status);
83     Assert.IsNotNull(data.AccountId);
84 }
```

Auswertung



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Animationen		
Ressourcen		
Einheitenselektion		
Kampfsystem		
Gebäude- und Einheitenvielfalt		
Optimierte Client-Server-Kommunikation		
Client Struktur Überarbeitung		
Grenzen		
Neue Grafiken		
Persistente Datenspeicherung		
Äußere Einflüsse		

Aktueller Stand



Lessons Learned



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- Architektur ist alles (von Chris)
- Kommunikation im Team (von Thomas)
- Bessere Programmierkenntnisse
- Projektplanung- / management
- Wieder Falsch eingeschätzt

Projektmanagement



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Open 19 Closed 31 All 50

+ New Issue

☐ Author

sort: Last created ▾

<input type="checkbox"/> Add guard tower to the game. #50 · opened 32 minutes ago by Thomas · Semester Deadline Enhancement 1	0 updated 32 minutes ago
<input type="checkbox"/> A Star dont always use the shortest path. #49 · opened 34 minutes ago by Thomas · Semester Deadline Bug 7	0 updated 34 minutes ago
<input type="checkbox"/> Touchhandler is in some regions wrong #48 · opened 5 days ago by Chris Arnold · Semester Deadline Bug 9	0 updated 5 days ago
<input type="checkbox"/> test possibilities of entries in menu view #47 · opened 5 days ago by Chris Arnold · Semester Deadline Enhancement 5	0 updated 5 days ago
<input type="checkbox"/> Save loaded terrain locally #45 · opened 7 days ago by Bernd Schmidt · Semester Three Enhancement 7	0 updated 7 days ago
<input type="checkbox"/> Seperate create Building in territory and other buildings. #43 · opened 7 days ago by Thomas	0 updated 7 days ago
<input type="checkbox"/> Touchhandler #42 · opened 12 days ago by Bernd Schmidt · Semester Three Enhancement 7	0 updated 6 days ago
<input type="checkbox"/> (Client) Test Suite #38 · opened 28 days ago by Bernd Schmidt · Semester Deadline Enhancement 6	0 updated 28 days ago
<input type="checkbox"/> API Test Suite #37 · opened 28 days ago by Bernd Schmidt · Semester Deadline Enhancement 7	0 updated 28 days ago
<input type="checkbox"/> Health Bars #30 · opened 3 months ago by Bernd Schmidt Enhancement	0 updated 28 days ago
<input type="checkbox"/> Graphical component of actions #27 · opened 4 months ago by Bernd Schmidt Feature	0 updated 28 days ago
<input type="checkbox"/> Animations in TileMaps #26 · opened 4 months ago by Bernd Schmidt Feature	0 updated 28 days ago

Weiterführung



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- Projekt für längere Zeit ausgelegt
- Wird von Bernd weitergeführt
- Anwerbung von Studenten aus Mobile Computing 2

Fragen?



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