Continuous Intergration

Cohort 1 Group 10

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Initially we implemented a build configuration using Intellij's run button so that on whatever file we were looking at, we could just press the button to build the whole game. Additionally we also ensured that any changes that we had made, once it was implemented we pushed it to the main branch, to stop any work from being completed twice and reduce the amount of merge issues that would happen later in the project, also making sure that any changes especially to the ui would match over different systems, as they all may have different resolutions.

Another addition we implemented was a test report export to github, so everyone can easily see what is being accurately tested among what is being committed, as well as allowing people on testing to easily see what needs to be added to the tests

We also minimised the amount of pushes that didn't build to reduce the chance of someone else pulling, and trying to make changes to an already broken build. This resulted in reduced time figuring out what was broken and allowing for more time to be devoted to implementing other features.

Our code is also easily created into an executable file that can be used to play the game, which is mainly designed for the end user to play the game, and this file can be created by someone inputting a single line of code into the terminal.

We also implemented some github actions to show information about what has been committed and how far off the end product we are, allowing us to easily see what else needs to be added, as well as checking what parts of the latest commit has broken what if any. This meant that we could also push code when we were struggling to fix something, and could collaboratively find a solution.