Think Outside The Room

By WISA

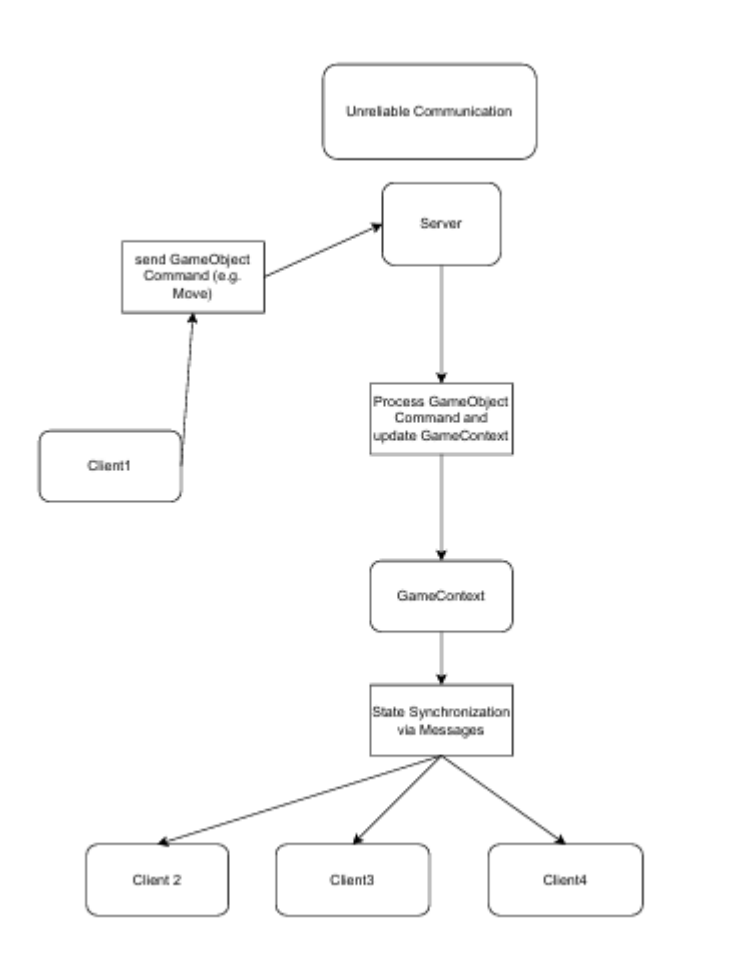
Progress Report

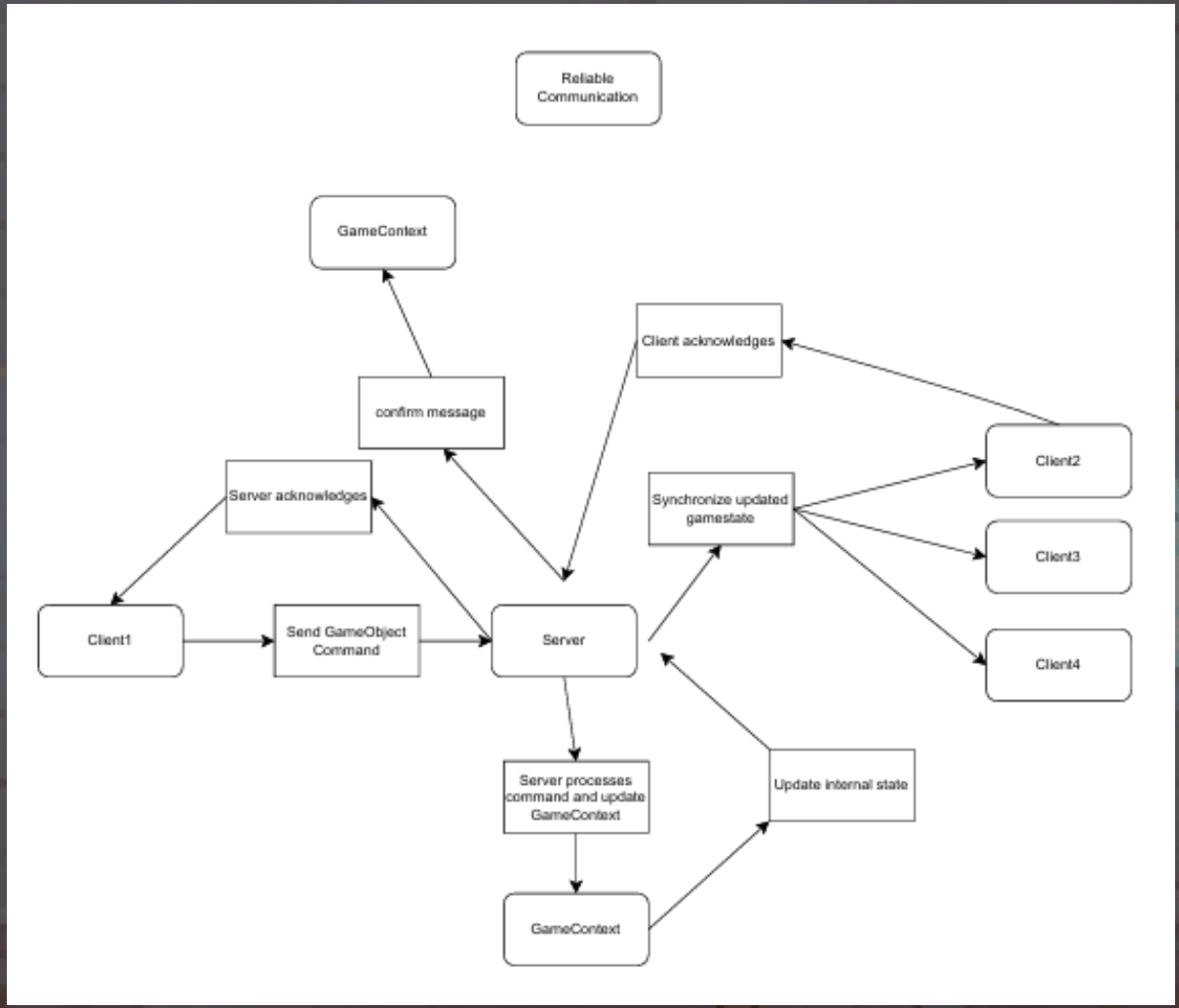
Progress Report

Lessons Learned:

- Communication
- More structured workflow
- Better version control
- Clear task distribution

Rules to Code



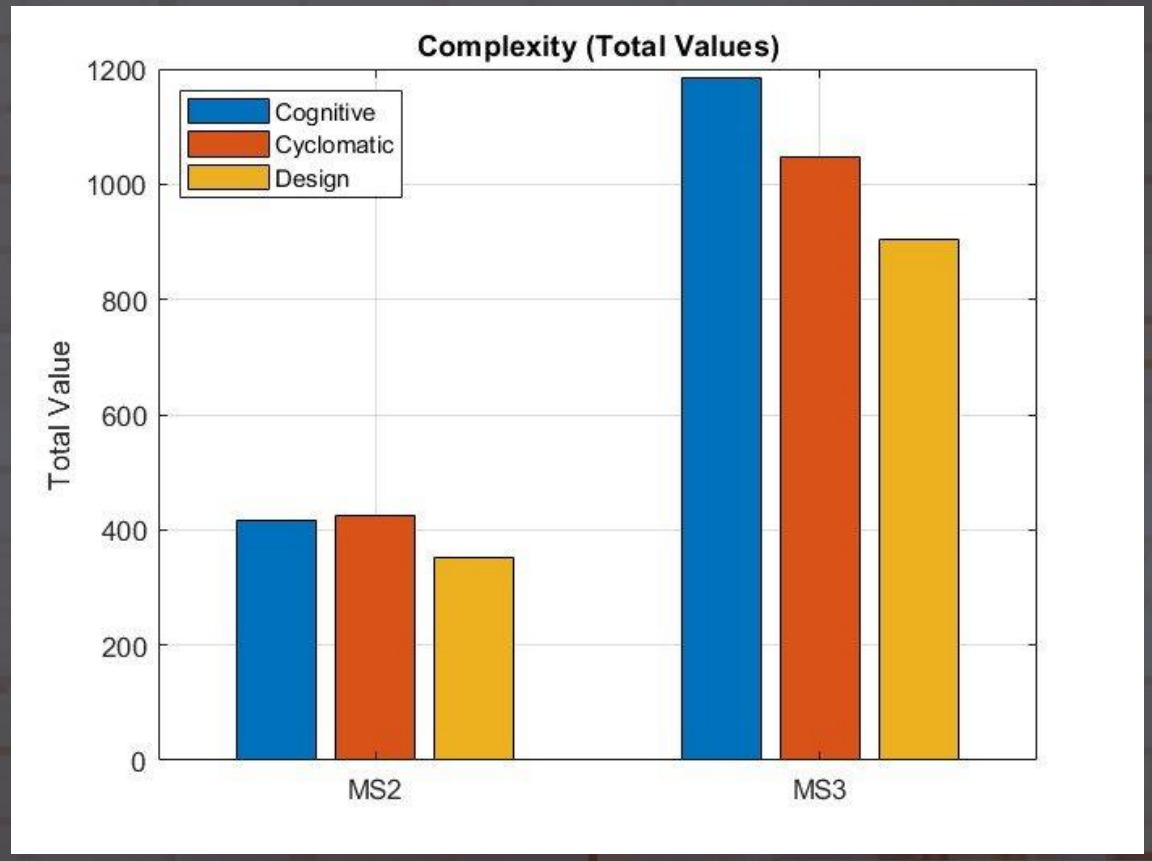


Technology

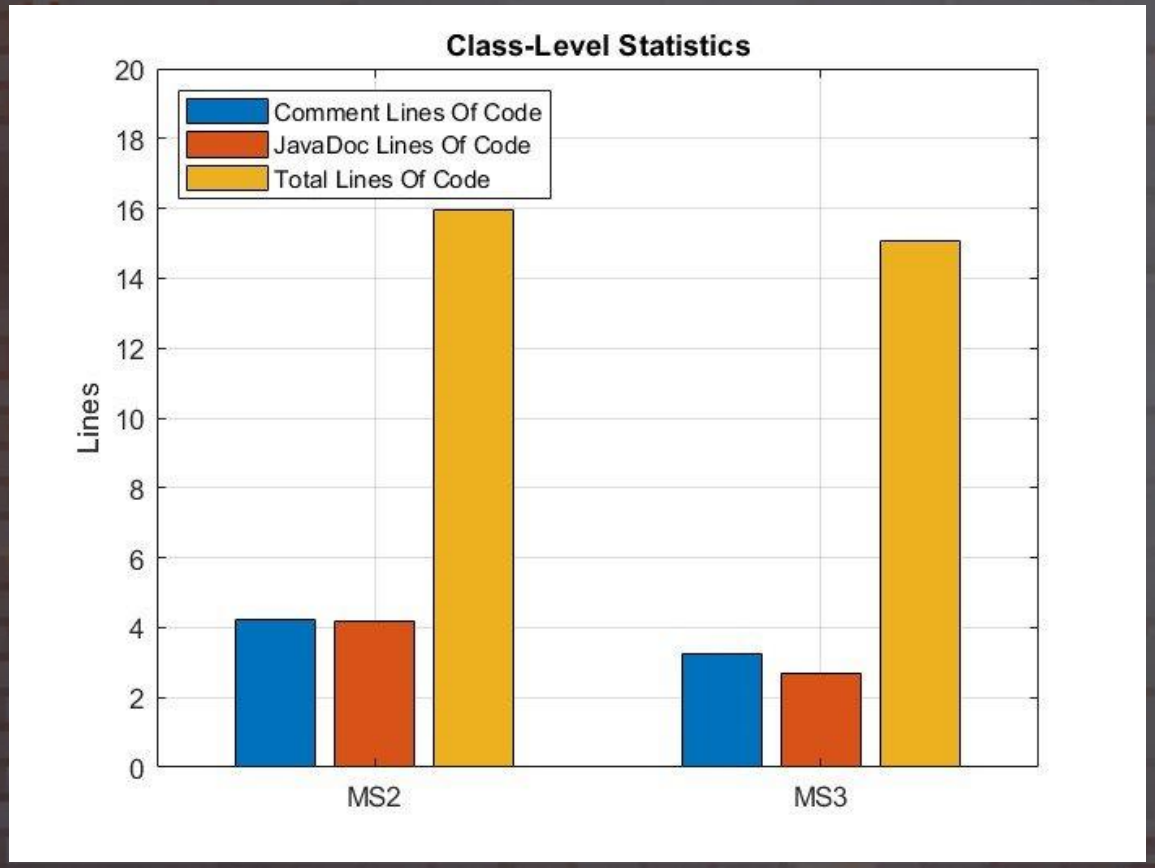
- Hamachi
- Lombok
- Code with me
- Reflection library

QA-Concept

- 👬 **Team Collaboration**
- 🔀 **Version Control (GitHub)**
- 🕵️‍♂️ **Code Review**
- 📐 **Coding Standards**



QA-Concept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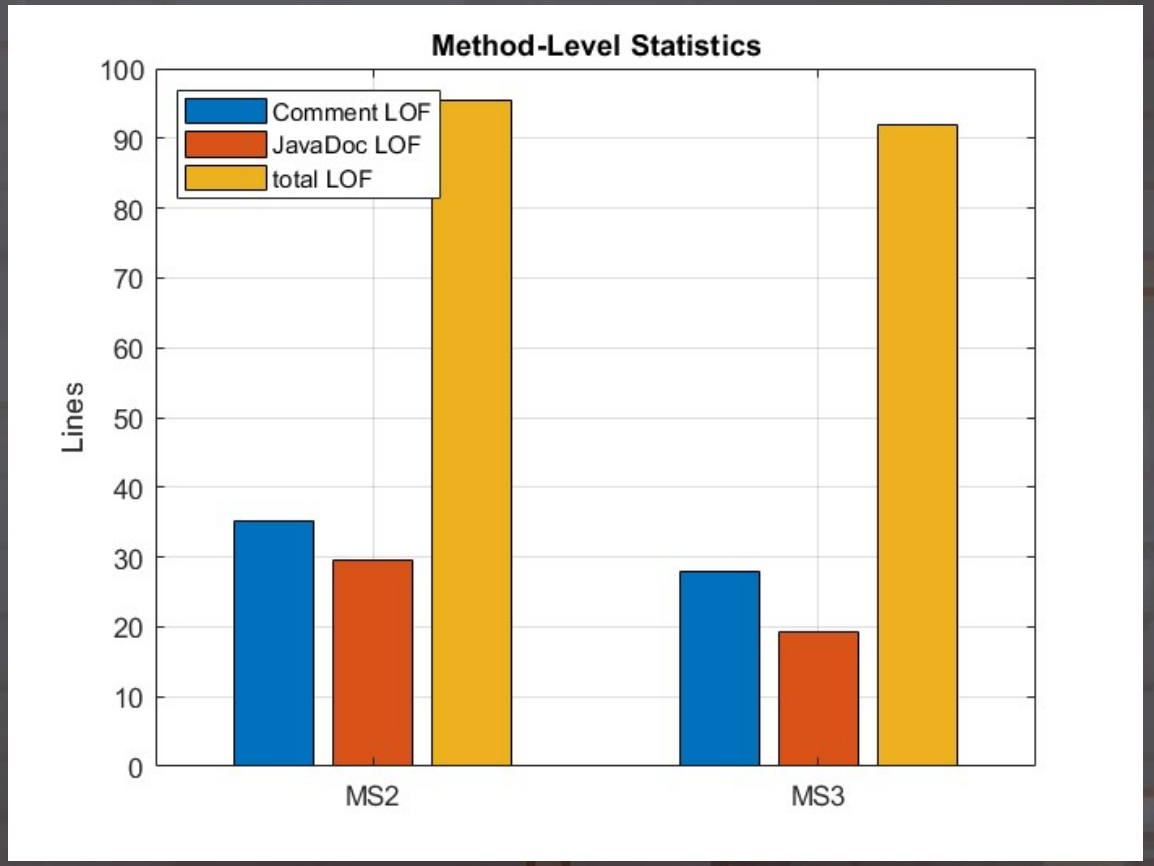
Comment Lines Of Code
JavaDoc Lines Of Code
Total Lines Of Code
Lines
0
2
4
6
8
10
12
14
16
18
20
MS2
MS3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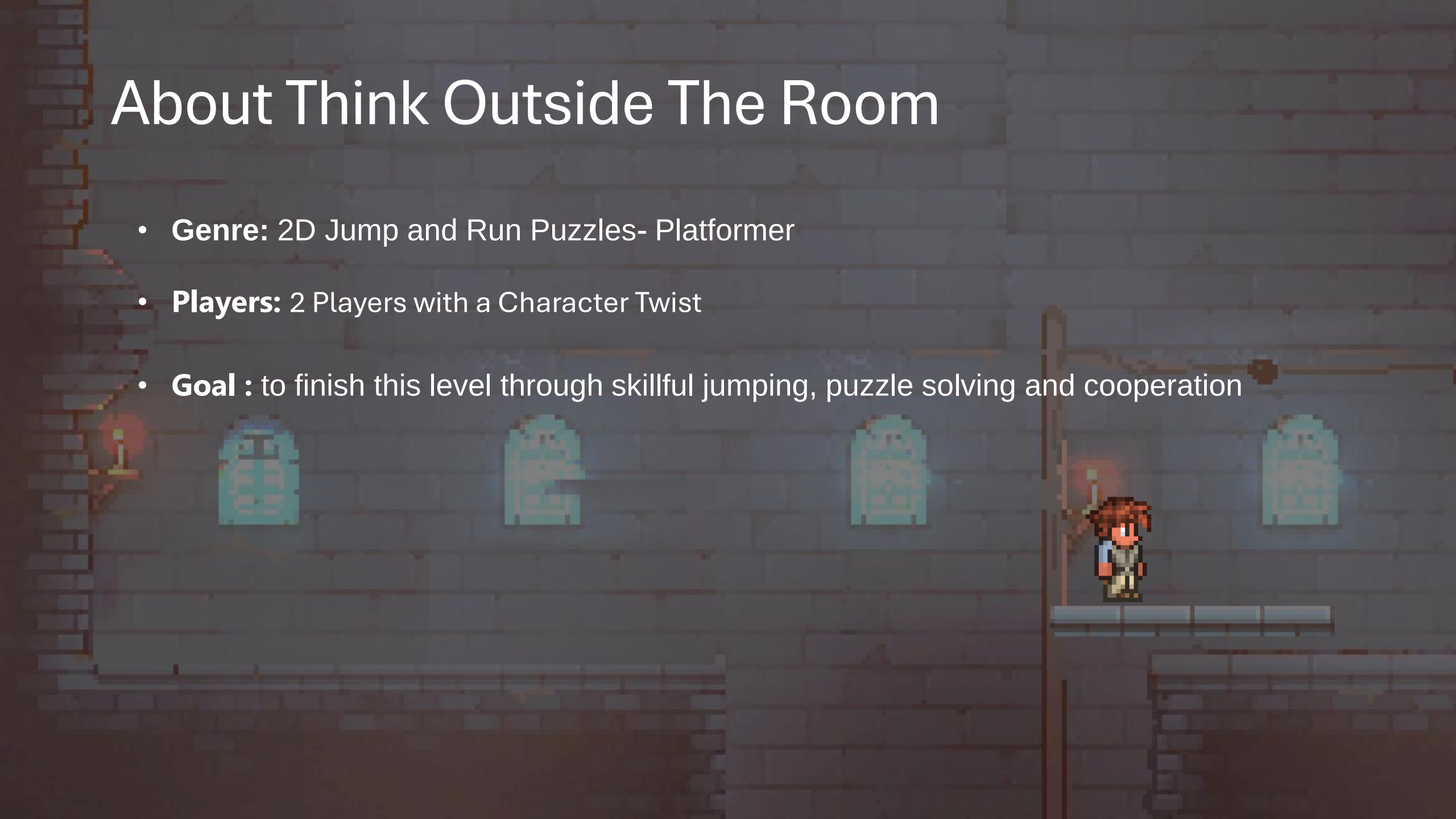
Comment LOF
JavaDoc LOF
total LOF
Lines
0
10
20
30
40
50
60
70
80
90
100
MS2
MS3

About Think Outside The Room

- **Genre:** 2D Jump and Run Puzzles- Platformer
- **Players:** 2 Players with a Character Twist
- **Goal :** to finish this level through skillful jumping, puzzle solving and cooperation



About Think Outside The Room

Mechanics	
Jumping:	Up Arrow key
Movement:	Left & Right Arrow keys
Grabbing:	hold E
Throwing:	hold F

Demo