

# Start

Andrina



Maria



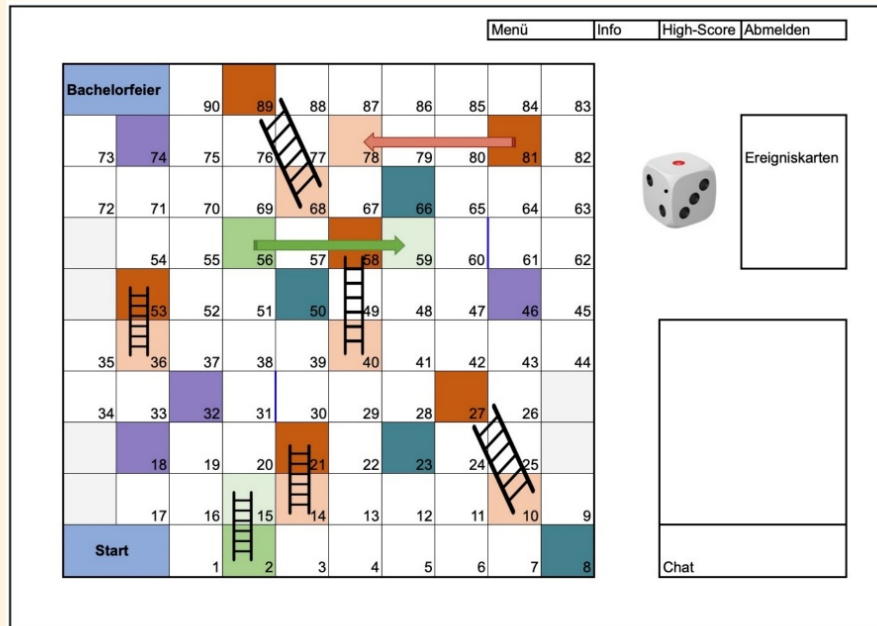
Vladimir



Nico



# The Student Games



## Ziel:

Schliesse als erstes deinen Bachelor in Informatik ab.

## Umsetzung:

Ein Leiterlenspiel mit Ereignisfeldern, Quizfeldern und anderen Specials

## Theme:

The Hunger Games + Studentenleben

# Let's Play !

## **Lobbying:**

Lobbies erstellen und  
beitreten

## **Beginn zu klettern**



eine Lobby starten und  
das Game spielen.

## **listige Listen**

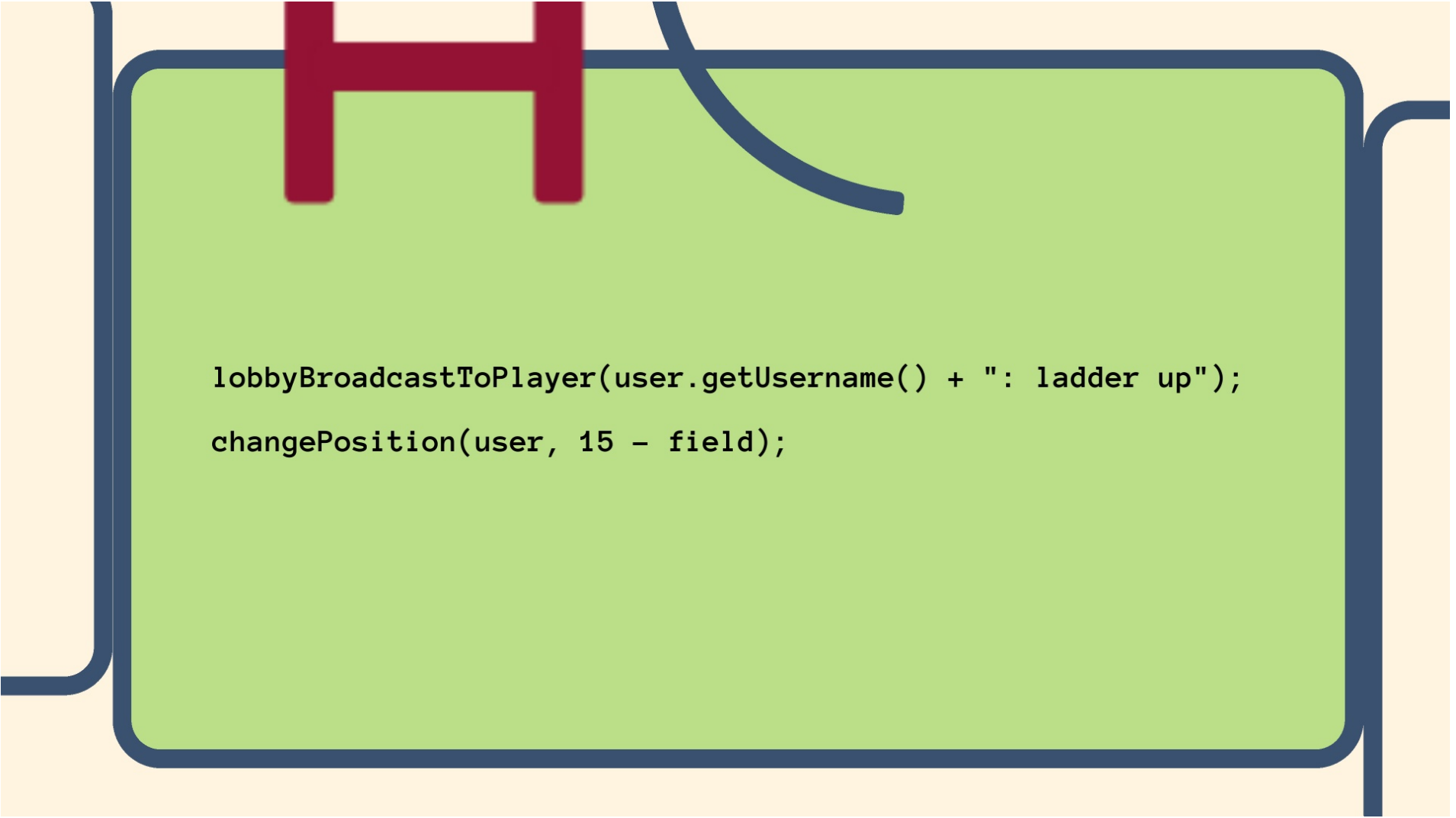
Spielerliste  
Lobbyliste  
Spieler in Lobbyliste

## **Chat Chat und Chat:**

... mit dem Server  
... mit der Lobby  
... mit einem Spieler

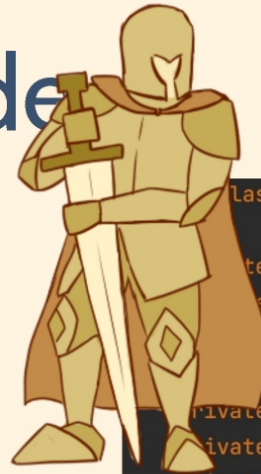
**Ich bin besser als du**  
Die Rangliste anzeigen





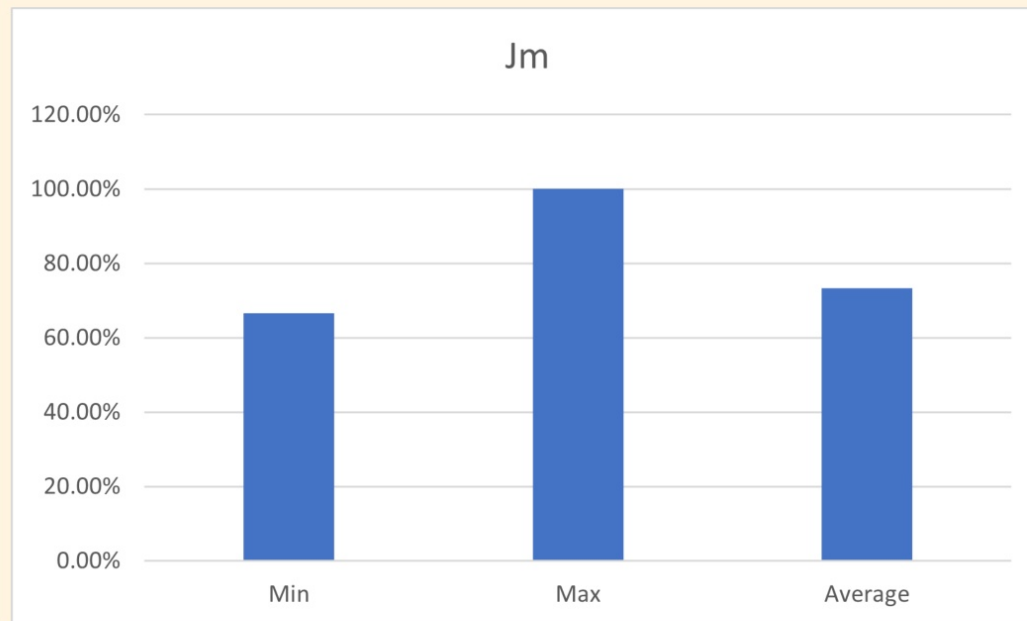
```
lobbyBroadcastToPlayer(user.getUsername() + ": ladder up");  
changePosition(user, 15 - field);
```

# Rules to Code

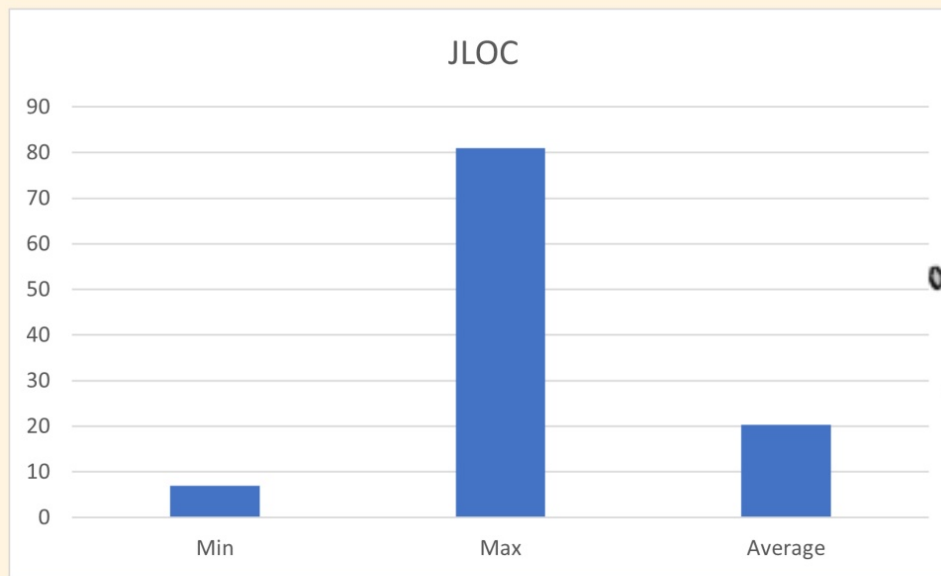


```
class User {  
    private final ClientHandler clientHandler;  
    private final int id;  
    private final InetAddress ip;  
    private String username;  
    private boolean firstTime = true;  
    private final int district;  
    private boolean isReady;  
    private gameLogic.Lobby lobby;  
    private int playingField;  
    private boolean rolledDice;  
    private int specialDiceLeft = 3;  
    private boolean isPlaying;  
    private boolean isNotActivelyRollingTheDice;  
    private int userListNumber;  
}
```

## QA Measures: Javadoc Method Coverage

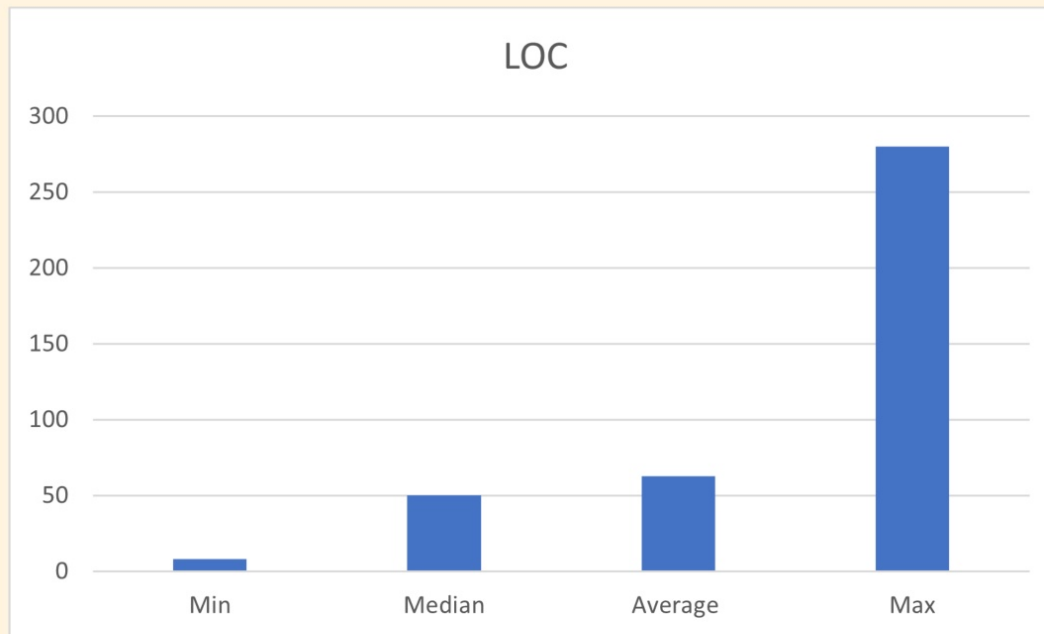


## QA Measures: Javadoc Lines of Code / class

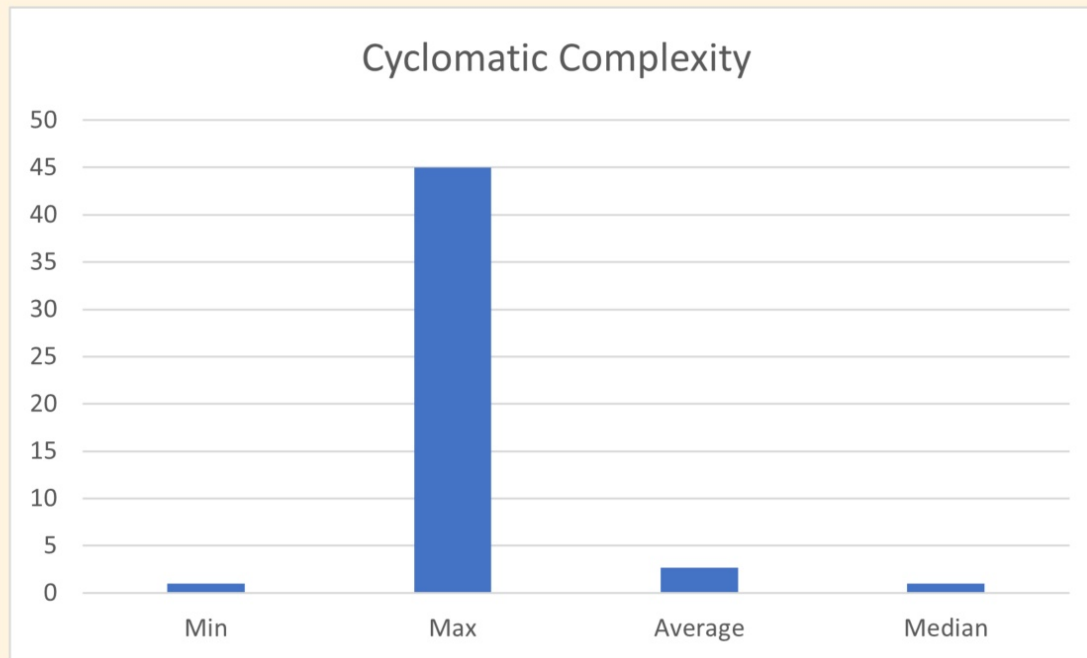




# QA Measures: Lines of Code / class



# QA Measures: Cyclomatic Complexity



# Progress Report

How things are going...



Team



Zeit



Spass



Netzwerk



Logik



GUI



NullPointerException  
beheben

# Progress Report

Was nicht perfekt lief...



Arbeitsaufteilung  
Zeitmanagement  
Kommunikation



## Progress

Wie wir es besser

GUI / Visuals:



Andrina



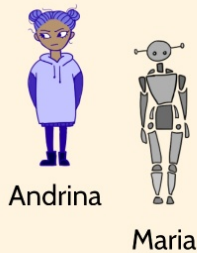
Maria

Pa  
Prograr

# Progress Report

Wie wir es besser machen...

GUI / Visuals:



Logic / Unit Tests:



Pair  
Programming

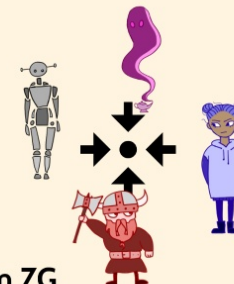
Responsibility Matrix

Responsibility Assignment Matrix - Milestone 4  
Die vorliegenden Verantwortlichkeiten für die Milestone 4 sind wie folgt aufgeteilt:

Task	Andrina	Maria	Vladimir	Nico
Frontend				
Backend				
Integration				
Deployment				
Testing				
Documentation				
Project Management				
Other				

Legend:  
 - Green: Responsible  
 - Yellow: Support  
 - Red: Not responsible

Notes:  
 - Tasks marked with a red 'X' are not assigned to any team member.  
 - Tasks marked with a green 'X' are assigned to the team member.  
 - Tasks marked with a yellow 'X' are assigned to the team member as support.



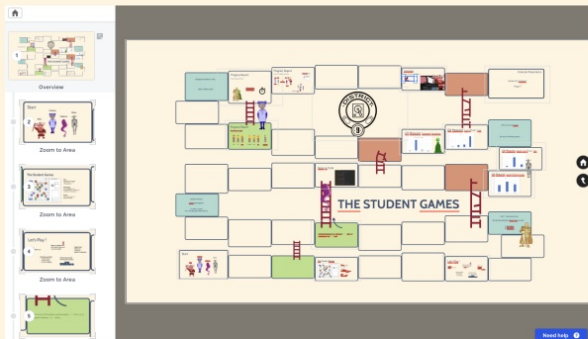
Teamwork im ZG

# Technology!

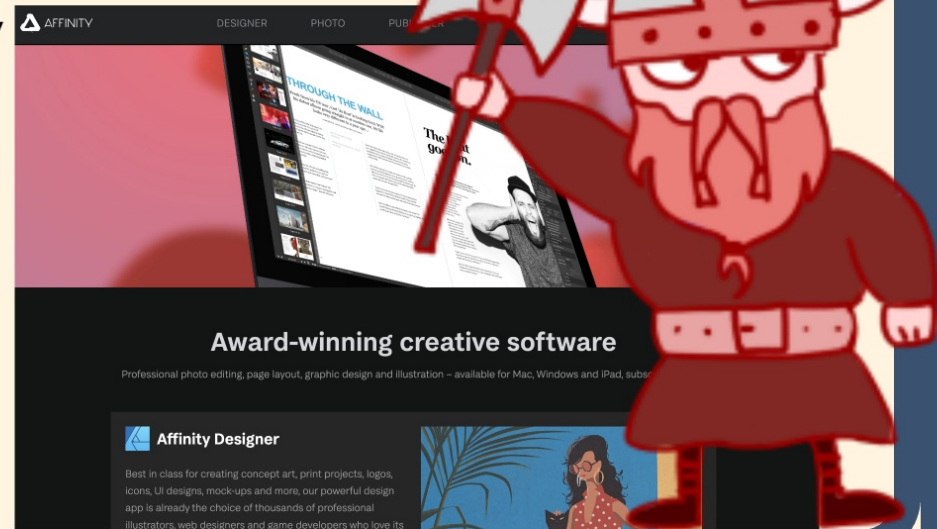
Tools mit denen wir arbeiten:

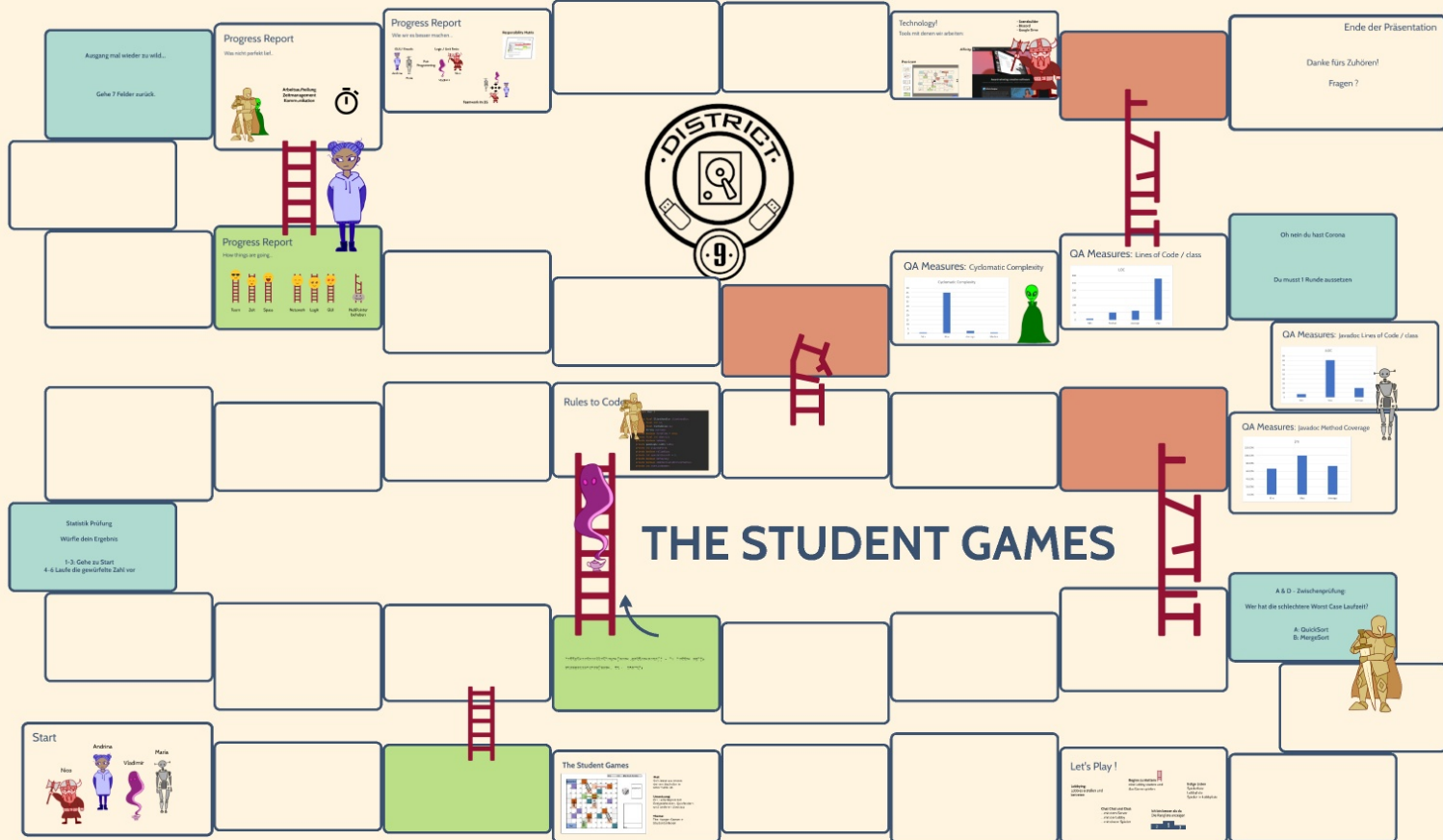
- Scenebuilder
- Discord
- Google Drive

Prezi.com



Affinity







Q/

50 —  
45 —



Ende der Präsentation

Danke fürs Zuhören!

Fragen ?