Integration Strategy

For our project, we utilized the top-down integration method to implement our code. Using this method allowed us to have a working prototype early on to do testing and to test each new feature that was coded on an already working sample. This initial prototype consisted of only one player, on a smaller board, with just the timer and random letters at each turn. Once this prototype was working, it allowed us to move forward with other key features such as increasing the player count to up to 4 players, increasing the board size, adding special spaces that make the game more interactive, improving the UI, etc. An advantage of using the top-down method is that as we were creating these new features, we were easily able to test them with an already functioning and error-free base. It also meant that anything new we were adding should not cause any defects on any of the existing code, making the integration of code from multiple different people much smoother. Although the majority of our code was written top-down, it was hard to implement purely as some sections were much easier to implement using bottom-up such as the anagrams feature of the game. Also, some of the original code in the prototype had to be updated as the new features were added primarily to account for scaling the game with more players and a bigger board.