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Iteration 1 Retrospective

There was a lot of confusion going into the project based on the UML we were thinking of using. On one hand, we had a UML written out in MVC, which after some discussion turned out to be way too ambitious of an idea (adding a leaderboard with a sqlite database attached) especially because our collective experience writing games in swing wasn’t all too steady. We decided to go with a simpler UML just worrying about the game view and the playability of the game. This worked very well starting out and writing the graphics was pretty simple for the most part—the UI was laid out plainly and looked nice. As the program progressed, however, it became sort of apparent that we were implementing all sorts of models (The entire Animation, Tower, and Enemy packages) and different views as well. We ended up using some pretty sinful techniques for passing variables between classes, and this was a really good lesson on organization. Given the guidelines and time constraints of the second iteration, we won’t be focusing on restructuring the program yet, although it’s apparent it would function a lot more seamlessly in MVC. We plan on adding additional features, such as the ability to view information about certain game objects, as well as implementing real playability for the game—that is, winning and losing the game and progressing to the next level. So the goals are adding more functionality and maybe in the future if there’s a third iteration, we can worry about organizing all this code.