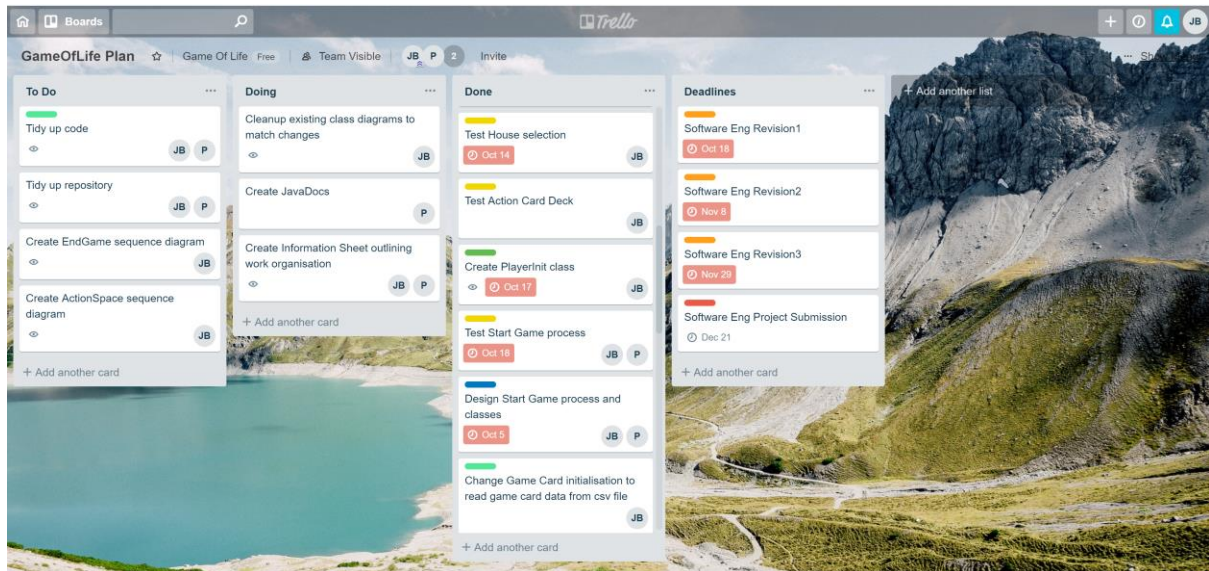


Team Roles

To organise the work left to be completed, who it would be completed by and when it should be completed by, we used the online project management application, Trello. A screenshot of our Trello board can be seen below:



The Trello board allows us to view the tasks that are currently being worked on for each team member. This meant that we could both easily avoid working on the same task, as long as the Doing card was kept updated. Along with seeing commits in Git, this was quite effective. We could also plan for all the tasks left to complete and keep track of completed tasks and deadlines. We could set each task a deadline and assign a team member that task.

Overall, the general roles were as below:

Jamie Beattie – Card and deck creation. Game initialisation, start game and run game. Diagram creation.

Phillip Giles – Board generation and visualisation. Player and pawn creation. End game. JavaDoc implementation.

These were the general roles, though there was plenty of fixes and tweaks in each other's code to fix bugs or improve implementation. Though Jamie created the diagrams, they were designed and discussed between both team members before being drawn in Papyrus.

We each built Junit tests for the classes that we created.