

## **Main problems encountered:**

### **Framework problems**

Chosen framework (libGDX) did not support HTML5 app with accelerometer. This was hard to find out as there is hardly any documentation on this matter.

### **Reporting tools**

Testing tools failed on several occasions due to lambda's and other weird reasons. Reporting with cobertura does not work with java 8 lambda-syntax.

### **Architecture design**

It was really hard to find a nicely fitting architecture to complies to SOLID principles.

### **Sockets**

Sockets needed to support the WebSocket protocol for all major mobile browsers. The server needs to be scalable, so non-blocking sockets were required. It took time to find a library that fits these needs.

### **Naming Issues**

We spend a lot of time trying to come up with a name for the game as well as for our team but we have yet to decide on this.

### **Literature Research**

When we were working on the product vision we found that finding 8 to 10 references is not only very difficult but also means having to force additional sources which only function is to get more references.

### **Adjustments:**

Most of us did not work as hard as we do normally on the first two days due to the faculty being closed. In the future we will attempt to work as hard as we normally do at home if necessary.

We had a lot of issues making decisions regarding for example frameworks. In the future we will set deadlines on making decisions like these so we are encouraged to make faster decisions.