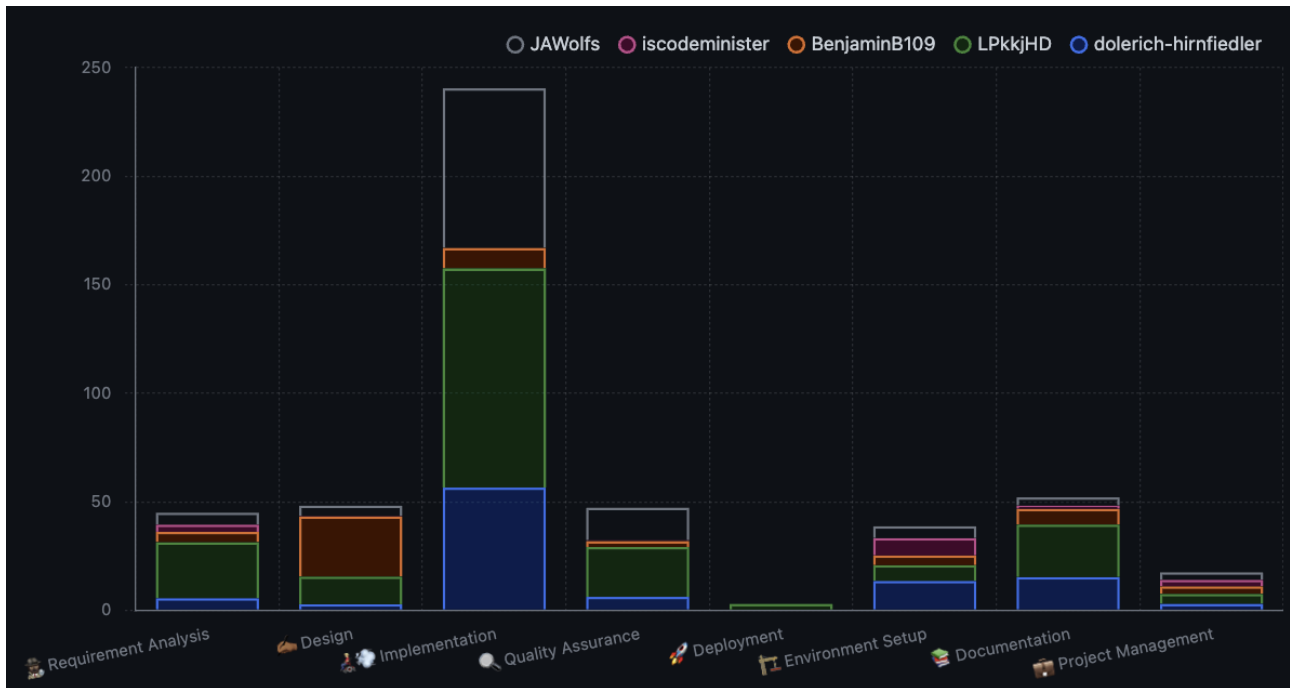


Handout Team Underwatch

Ein Projekt von Benjamin Bies, Jeremias Wolfs, Jakob Fassung und Martin Schmidt.

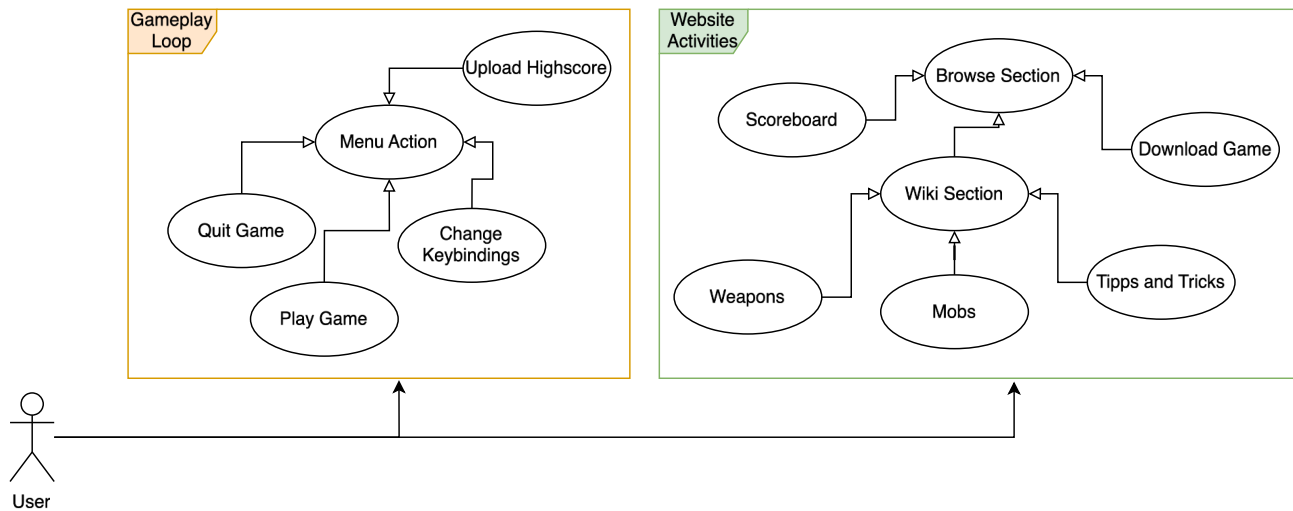
Statistics of efforts



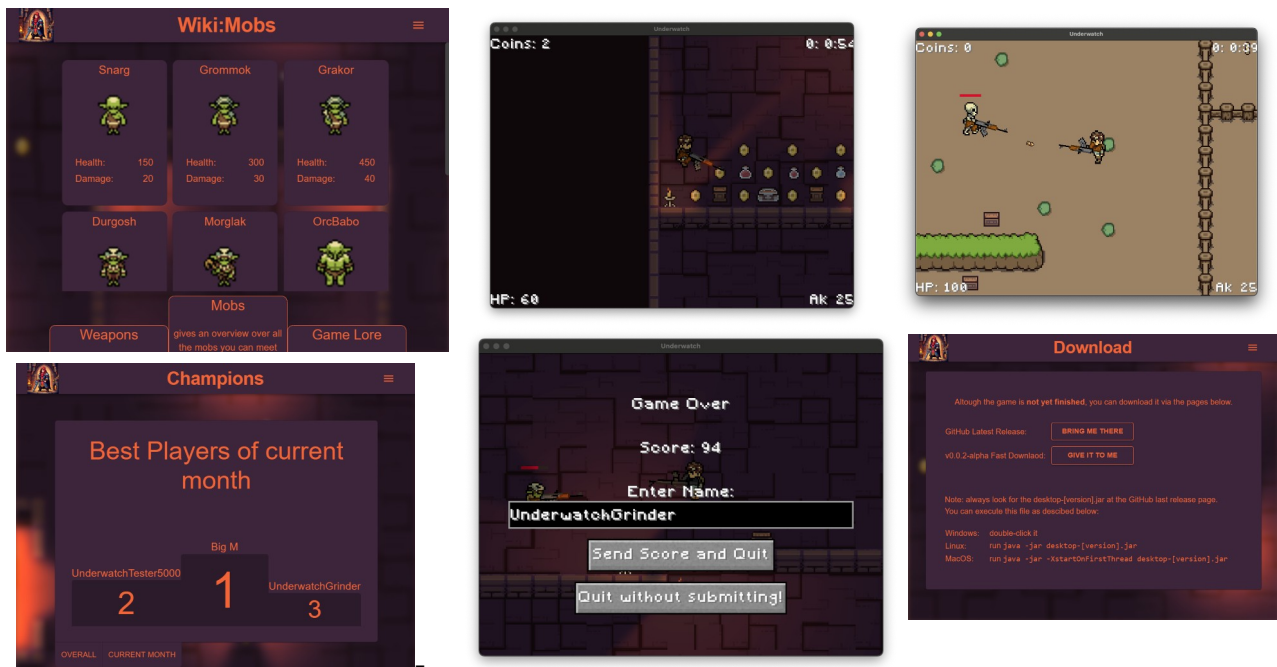
Oben aufgelistet sind die Arbeitstunden, aufgeschlüsselt nach Teammitglied:

Name	Require ment analys	Design	Implem entation	Quality Assuran ce	Deploy ment	Environ ment Setup	Docume ntation	Project Manage ment	Summe
Jeremias	5.55	4.75	73.5	15	0	5.5	3.75	3.5	111.55
Ting	3.3	0.25	0	0.4	0	8	1.5	3	16.45
Benjamin	4.8	27.75	9.5	5.25	0	4.5	7.25	3.5	62.55
Martin	25.8	12.75	101	23	3	7.25	24.25	4.5	201.55
Jakob	5.55	2.75	56.5	6.15	0	13.5	15.25	3	102.7
Summe	45	48.25	240.5	49.8	3	38.75	52	17.5	494.8

General Use Case



Highlights of our Demo



Artstyle

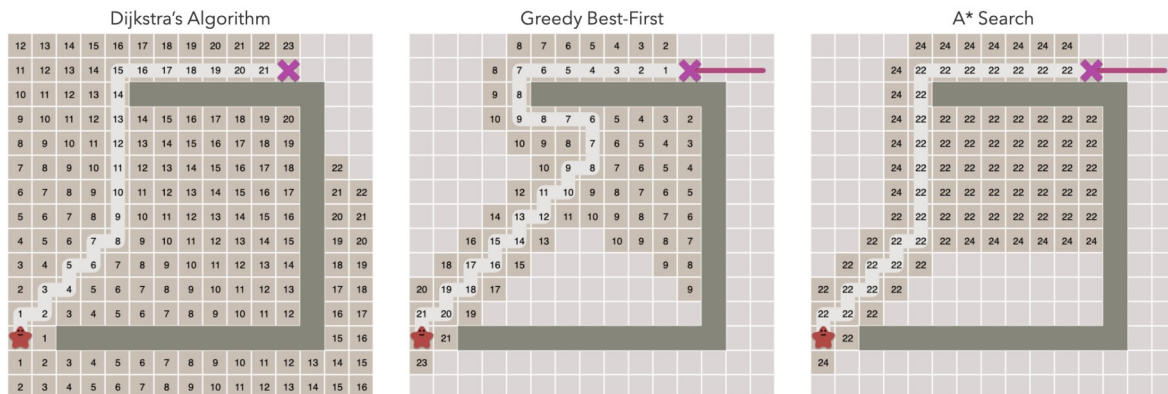
We decided on two different TileSets for the art style. There should be maps in the dungeon and in the outside world. We used a dark TileSet for the maps in the dungeon and one with rock-like textures for the outside world.

The enemies are skeletons and orcs, but we fight with modern weapons.



Highlights of our Project

- **Box2D:** We use a third party, open-source library which takes care of handling the physics simulation
- **Pathfinding:** We implemented the logic for the A*-Pathfinding algorithm based on tiled layers in Java.



- **CI/CD:** We use GitHub Actions to build our project into docker containers and deploy those with a horizontal autoscaler into a kubernetes cluster.

Contai...	CPU	Memory	Restarts	Controlled By	Node	QoS	Age	Status
■ ■ ■	0.000	309.0MiB	3	ReplicaSet	freemine	Guarantee	27d	Running

Project Environment

- **Version Control** Git, GitHub
- **Deployment** Kubernetes, Docker
- **Project Management** GitHub Projects
- **Blog** GitHub Discussions
- **Design** Paint, PlantUML
- **Development Enviroment** Java, React/Typescript