



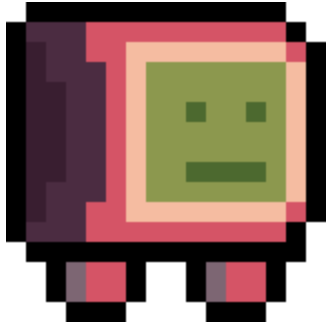
# ORE RUSH

By TASG Force

# About our game

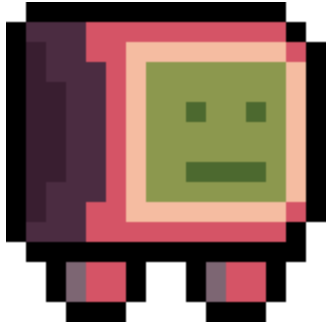
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Ziel vom Spiel:



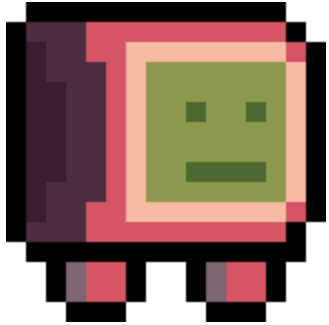
# About our game

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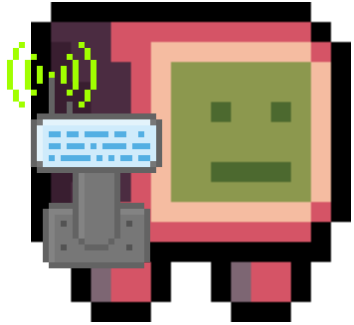
# About our game

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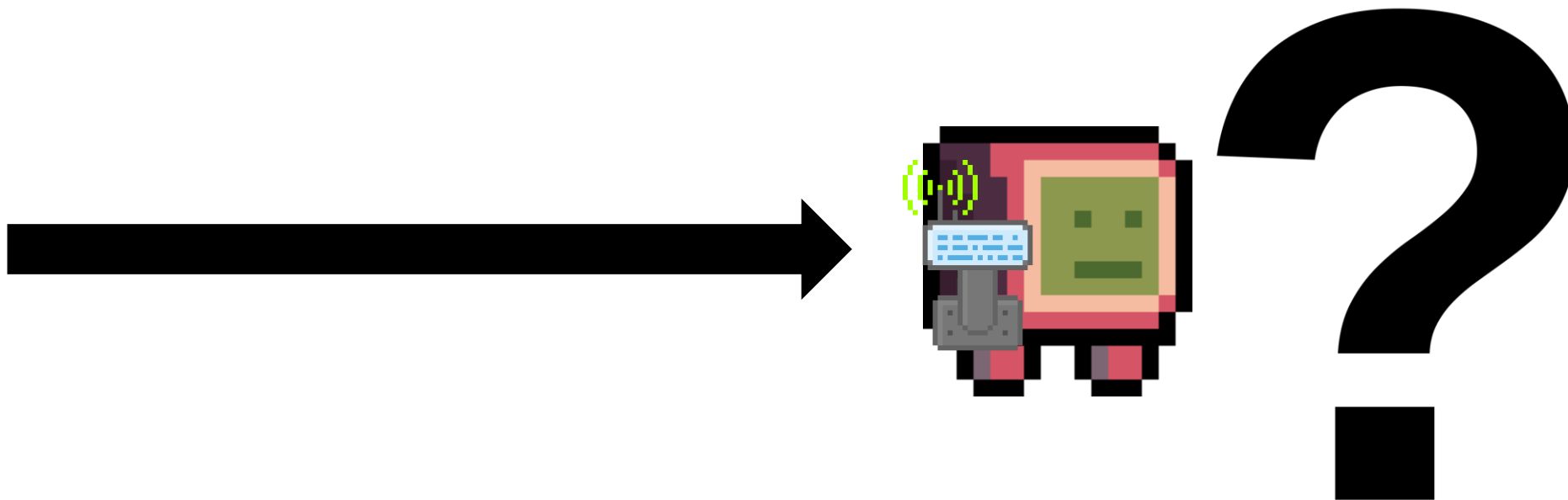
# About our game

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# About our game

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# About our game

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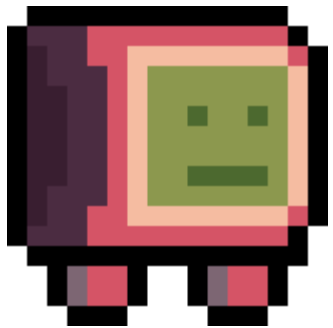
# About our game

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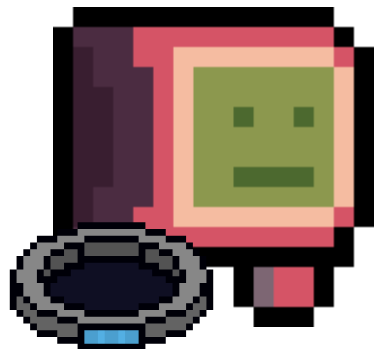


## About our game



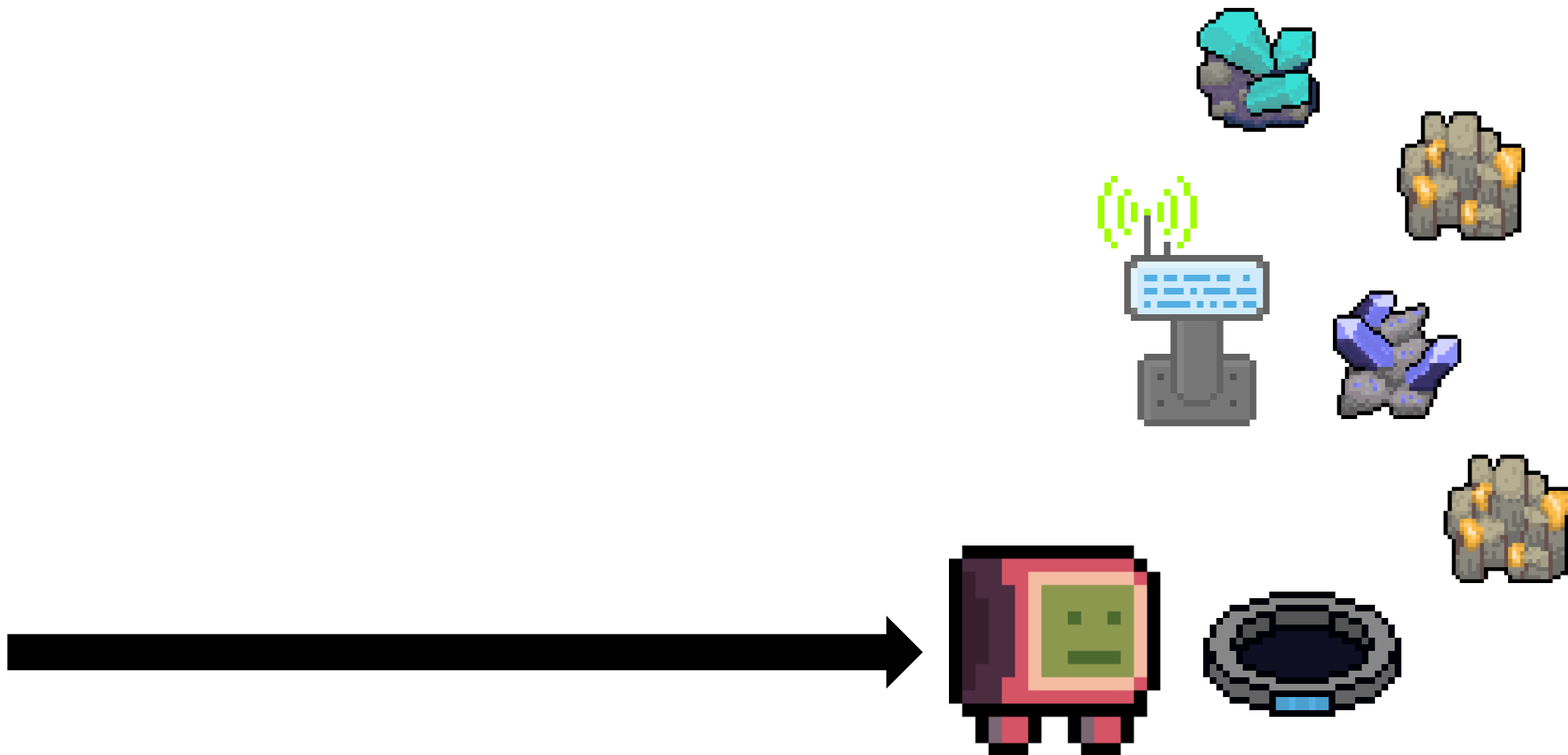
# About our game

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# About our game

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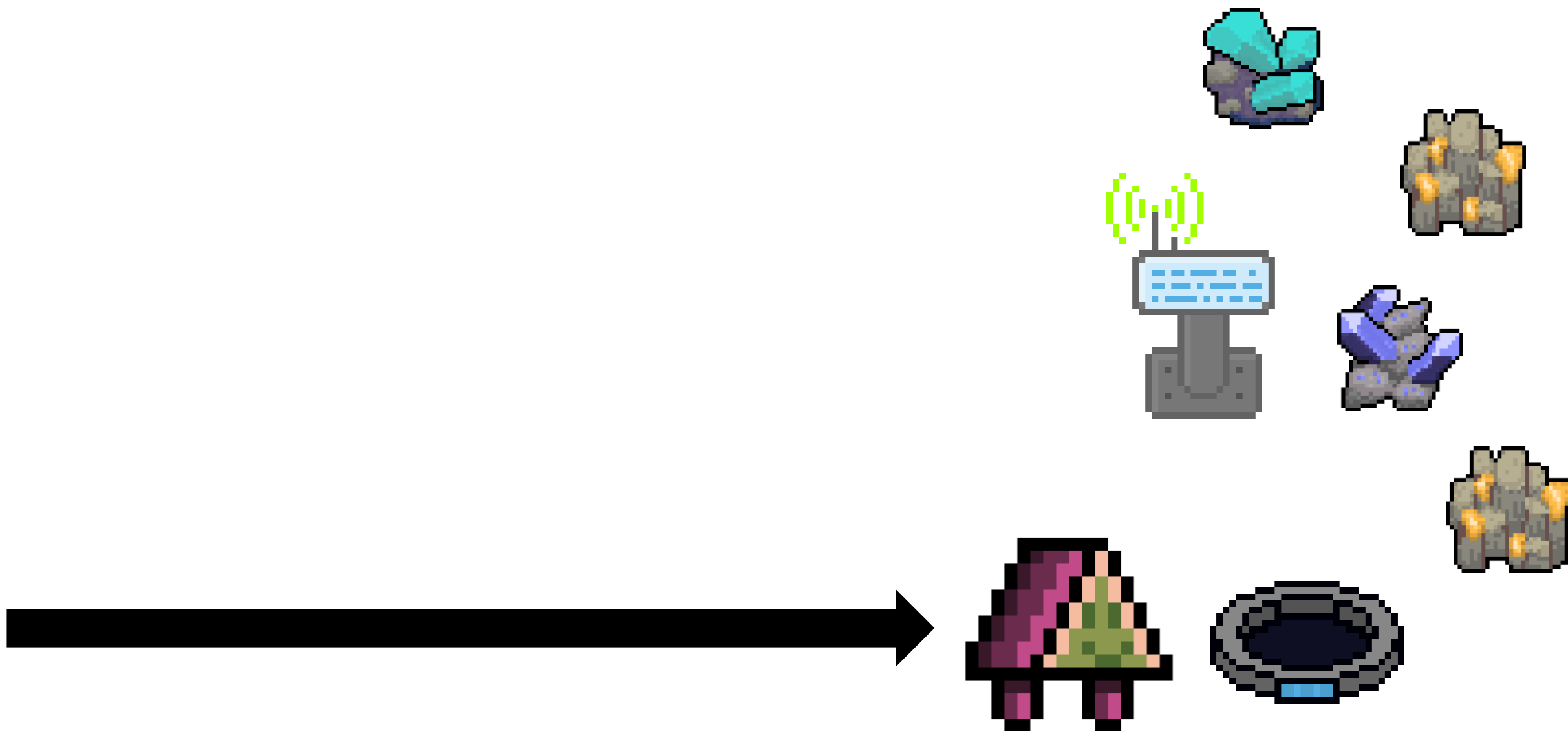
# About our game

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# About our game

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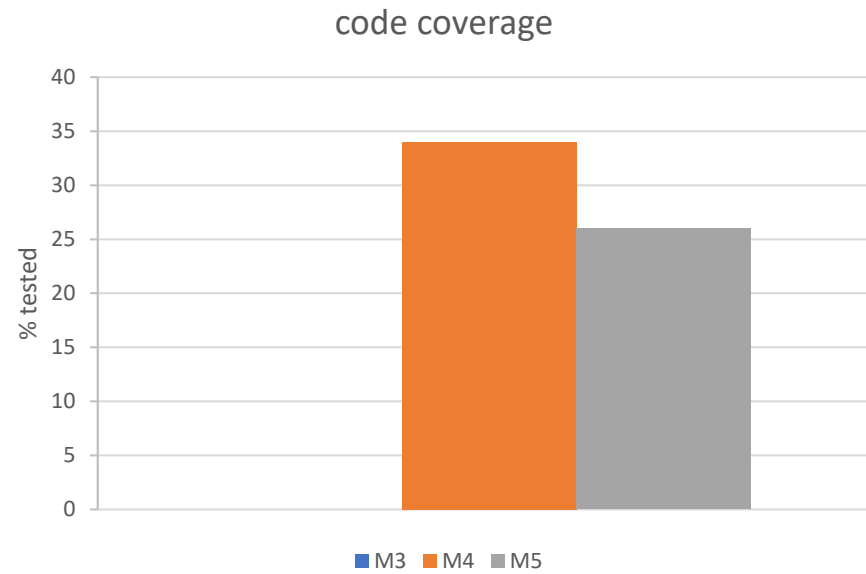
# About our game

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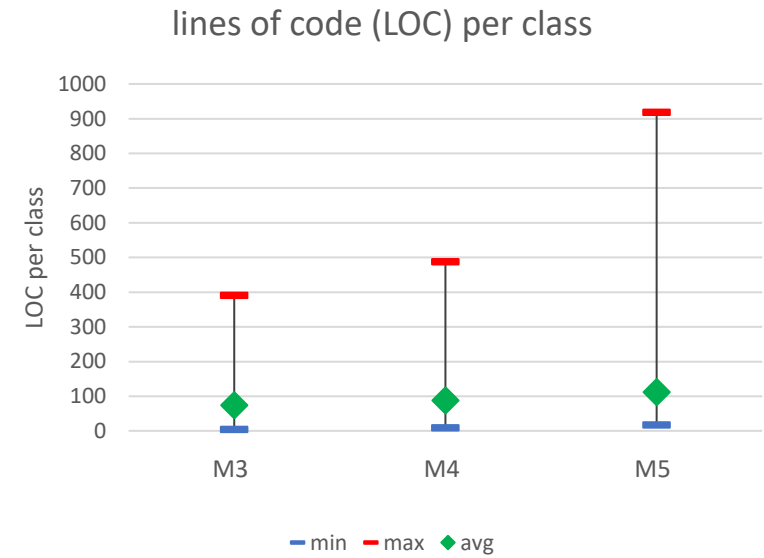
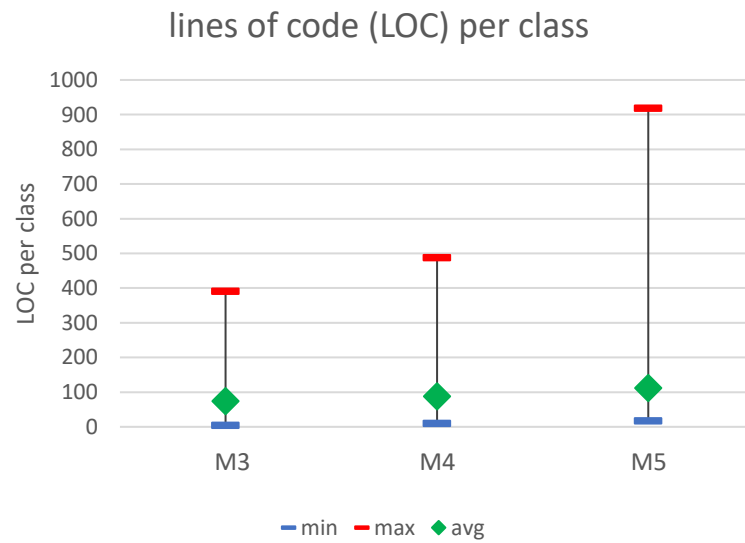
# QA

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# QA

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# QA

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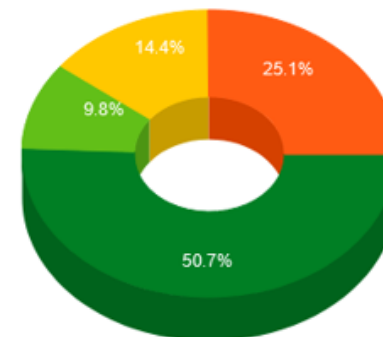
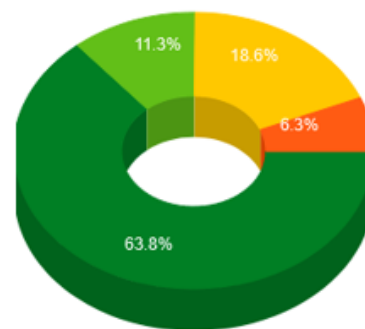
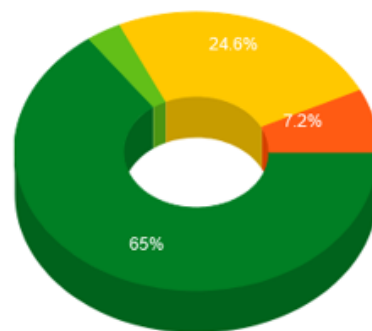
Lack of cohesion

Milestone 3

Milestone 4

Milestone 5

- Very High
- High
- Medium-high
- Low-medium
- Low



# Technology

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- Tools:
  - MetricsReloaded von IntelliJ -> Berechnet einige Metrics
  - Discord -> Kommunikation, Protokoll
  - Code with me -> Pair programming
- Processes:
  - Abstrakte Klassen -> Modulares System
  - Model view client Architektur -> GUI konstruieren.

# Lessons Learned

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- Gruppe:
  - Früher unmotivierte Team-mitglieder ansprechen
  - Regelmässigeres Zusammenarbeiten lohnt sich
  - «In the same boat» mentality
- Prozess:
  - Ideen früh aufbringen
  - «Traum» Ideen auch aufbringen
  - Aufteilen der Arbeit aber trotzdem dynamisch bleiben
- Code:
  - Verschiedene Skill-Levels berücksichtigen
  - Geduld haben beim erklären
  - Nicht nur für sich programmieren
  - «Future Proofing»

# Demo

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# End

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Vielen Dank für ihre Aufmerksamkeit.

Fragen?

Questions?