

Igel Ärgern

Report

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As part of our Software Engineering module for first year each student was tasked to make a game. This game was to be created in groups of two. Our group consisted of Simonas (18763829) and Anu (18310493).

Creating and coding the game was a very interesting experience. It revealed to us as a group that we knew more about programming than we initially believed.

We had some issues when it came to the use of GitHub, hence why Anu may not have as much uploads as Simonas. Git constantly duplicated and intertwined the code with every pull resulting in tedious work to resolve the problems and get the program to compile once again. Our collaboration would not work, and we both had to constantly fix the code before continuing. The professor also assisted us at a stage with the overwriting as she was also unsure as to why the collaboration would not co-operate.

Roles

- We both wrote out the code Lilliana gave us in order to practice our collaborating
- As a result of confusion, we created an extra function to the game.
 - This was because when Anu was doing research several videos said there was an adjacent rule which led her to writing code for that scenario
 - Simonas created the function according to the rules given by the professor.
 - In order to not waste any code, we took our time and energy to write, we decided to give players, the option of the adjacent rule or using the sideways rule-this meant we have more code written than others
- Simonas wrote the....
 - place_tokens function
 - play_game function
 - initialize_players function
 - move_sideways function
 - stacking part of the code
 - roll dice function
 - created structs
- Anu wrote the....
 - move_adj function
 - bool canMove
 - bool isTokenInObstacle
 - bool isBoardBehindClear
 - bool countTokensInLastColumn

- obstacle function
- move_adjacent and move_right function