

Archive of Austrian Video Games Development

ASE DAY

Table of contents

- Project description
- Technology Stack
- Features
- Testing
- Screencast

The project

Archive for Austrian Video Game Development

Presentation of games, developers and companies on a wiki-based web-platform

Long term archive (long term development)

External Customer (Austrian Game Jam)

Technology Stack



Ruby
A Programmer's Best Friend

Cucumber



jQuery
write less, do more.

JIRA



Userstories

predetermined by customer

sorted by priority (input for sprints)

assigned to milestone releases

Features

- Invite-only
- Users can create games, developer and company pages (create and edit pages)
- Tags (Genres, Release Dates,)
- Cross references
- Multimedia embedding (youtube, vimeo, screenshots)
- Full text search
- Versioning of pages
- report, block, lock content
- ...

The project



Archive for Austrian
Video Game Development

"The Archive for Austrian Video Game Development strives to capture and preserve information related to video game development in Austria. Our goal is to create a comprehensive archive that serves as an overview over current developments and a constitutes a valuable historical source for the future."

[Home](#)
[Games](#)
[Developers](#)
[Studios/Organisations](#)

[Invite Users](#)
[Manage Users](#)
[Manage Contents](#)
[My Account](#)
[Sign Out](#)

[Search](#)

ABOUT US

The Archive for Austrian Video Game Development strives to gather and preserve information related to video game development in Austria. Our goal is to create a comprehensive archive that serves as an overview over current developments and a constitutes a valuable historical source for the future.

Information is gathered through public contribution in a "wiki like" fashion. Users create and author articles for games, developers, studios and other organisations, and also correct and amend data.

The platform is still in its infancy both in terms of the technical realisation and the gathered content. We planed this as a long term endeavour and we invite everyone to join the conversation and support the archive. We believe that games are an important new medium and art form, and thus deserve to be properly preserved and information about the archived.

Cucumber

Behaviour Driven

User Interface testing

Test definitions in natural language

testing of javascript possible (Selenium)

Cucumber Introduction

1st step: Describe your behaviour in plain text

Feature: Manage Games

As a developer,
in order to present my game to the public,
I want to create and manage games

Scenario: successfully create a game page with valid data

Given I am on the games overview page

When I follow the new game link

And I fill in the fields for the game with valid details and submit it

Then I should see the details of the newly created game

Cucumber Introduction

2nd step: Describe each step as ruby code

When `/^I fill in the fields` for the game with valid details and `submit it$/` do

```
@new_game_title="Doom3"  
@new_game_description= "great game"  
fill_in("game_title", :with => @new_game_title)  
fill_in("game_description", :with => @new_game_description)  
click_button "Create Game"
```

end

Cucumber

3. step:

Write
the page
to fulfill the
description

NEW GAME

Title

Doom 3

Description

great game



Choose game picture

No file chosen

Post video embed links here (youtube or vimeo)

[Add Video](#)

Cucumber



Archive for Austrian
Video Game Development

"The Archive for Austrian Video Game Development strives to capture and preserve information related to video game development in Austria. Our goal is to create a comprehensive archive that serves as an overview over current developments and a constitutes a valuable historical source for the future."

Home
Games
Developers
Studios/Organisations

Manage Contents
My Account
Sign Out

Search

Release Dates



13 ▼ 1 ▼ 2006 +

Genres

Shooter ✕

Platform

PC ✕

Xbox ✕

Media

DVD ✕

Mode

Tags

Add Field

Create Game



[Back](#)



DOOM 3

great game

[Edit](#) | [Report](#) | [Delete](#) | [Back](#)

Release Dates:

13.1.2006

Genre: Shooter

Platform: PC Xbox

Media: DVD

Cucumber

Statistics: 174 tests

```
Scenario: successfully change all data except the password # features/user_update_account_credentials.feature:53
  Given I am signed in as User # features/step_definitions/user_helpers.rb:119
  And I am on the user edit page # features/step_definitions/routing_steps.rb:157
  When I change all my data except my password # features/step_definitions/user_steps.rb:39
  And I provide the correct password # features/step_definitions/user_steps.rb:57
  Then I should be on the home page # features/step_definitions/user_steps.rb:62
  And The data has been updated # features/step_definitions/user_steps.rb:66

Scenario: changing email address and receive receive confirmation email # features/user_update_account_credentials.feature:62
  Given I am signed in as User # features/step_definitions/user_helpers.rb:119
  And I am on the user edit page # features/step_definitions/routing_steps.rb:157
  When I change my email # features/step_definitions/user_steps.rb:104
  Then I should receive an email with confirmation instructions # features/step_definitions/user_steps.rb:111
  And The email has not changed yet # features/step_definitions/user_steps.rb:115

Scenario: changing email address and confirm new email # features/user_update_account_credentials.feature:69
  Given I am signed in as User # features/step_definitions/user_helpers.rb:119
  And I am on the user edit page # features/step_definitions/routing_steps.rb:157
  When I change my email # features/step_definitions/user_steps.rb:104
  And I confirm my email # features/step_definitions/user_helpers.rb:100
  Then My email has been updated # features/step_definitions/user_steps.rb:120
```

174 scenarios (174 passed)

985 steps (985 passed)

8m18.765s

Coverage report generated for Cucumber Features to /Users/Christoph/TU/ASE/Project/game_archive/coverage/cucumber. 1257 / 1744 LOC (72.08%) covered.
Christophs-MacBook-Pro:game_archive Christoph\$

RSpec

behaviour-driven

closer to implementation (=> Unit Tests)

198 tests

All Files (98.57%) Generated 3 minutes ago

All Files (98.57% covered at 1.72 hits/line)

46 files in total. 841 relevant lines. 829 lines covered and 12 lines missed

File	% covered	Lines	Relevant Lines	Lines covered	Lines missed	Avg. Hits / Line
spec/support/controller_macros.rb	58.33 %	18	12	7	5	32.9
spec/controllers/developers_controller_spec.rb	98.77 %	168	81	80	1	1.2
spec/controllers/games_controller_spec.rb	98.77 %	168	81	80	1	1.2
spec/controllers/genres_controller_spec.rb	98.77 %	168	81	80	1	1.2
spec/controllers/media_controller_spec.rb	98.77 %	168	81	80	1	1.2

Screencast

Semantic Fields

All Genres

genre1 genre2 genre3 genre22

Developer ?

Adi	Lead Developer	+
Adelheit	Assistent	+
c		+

Credits ?

Tester1	Tester	+
Tester2	Tester	+
		+

Release Dates ?

- - +

Genres

genre1 x genre3 x genre2 x

Userdefined ?

Danksagungen

Allen die uns geholfen haben

Review Scores

Gamestar 1000%

Userdefined

Awards

Alle dies gibt

Select Type

Aggregate Scores

Review Scores

Userdefined

Remove

Select Type

Add Field

JavaScript aided Input

EDIT GAME

Title

Space Game

Description

Space Game

created by @ad

adi - Developer

adelheit - Developer

aderer - Developer

dem großartigen Echtzeit Strategie Spiel
'The Space Game' von den Machern des
sehr beliebten Vector TD baust du
Bodenschätze von Asteroiden ab. Dazu
musst du eine Basis bauen und erweitern.
Sonnenkollektoren sammeln Energie,
Mining Outposts bauen die Asteroiden ab
und Energy Relais sorgen dafür, daß alle
Basen mit Energie versorgt werden, um zu
funktionieren. Leider sind aber auch
andere hinter den Schätzen her: Piraten.

EDIT GAME

Title

Space Game

Description

Space Game

created by [adelheit] (/developers/2)

produced by @c

company - Company

schon sehr schwierig, aber im Weltall
wird es erst richtig kompliziert - vor
allem, wenn es vor Piraten wimmelt. Im
dem großartigen Echtzeit Strategie Spiel
'The Space Game' von den Machern des
sehr beliebten Vector TD baust du
Bodenschätze von Asteroiden ab. Dazu
musst du eine Basis bauen und erweitern.
Sonnenkollektoren sammeln Energie,
Mining Outposts bauen die Asteroiden ab
und Energy Relais sorgen dafür, daß alle
Basen mit Energie versorgt werden, um zu
funktionieren. Leider sind aber auch



Versioning

/games/55

SPACE GAME

Versioning: 1 2 3 4 5 6 make current version
Space Game

Bodenschätze auf der Erde abzubauen ist schon sehr schwierig, aber im Weltall wird es erst richtig kompliziert - vor allem, wenn es vor Piraten wimmelt. Im dem großartigen Echtzeit Strategie Spiel 'The Space Game' von den Machern des sehr beliebten Vector TD baust du Bodenschätze von Asteroiden ab. Dazu musst du eine Basis bauen und erweitern. Sonnenkollektoren sammeln Energie, Mining Outposts bauen die Asteroiden ab und Energy Relais sorgen dafür, daß alle Basen mit Energie versorgt werden, um zu funktionieren. Leider sind aber auch andere hinter den Schätzen her: Piraten. Also baue schnell genug Verteidigungsanlagen, die dir die unzähligen Piraten Raumschiffe vom Leib halten. Laser und Raketen Türme wollen strategisch platziert und ausgebaut werden. Kannst du dich im Weltall behaupten oder musst du dich der Übermacht der Piraten beugen? Finde es in dem großartigen RTS 'The Space Game' heraus!

[Edit](#) | [Block](#) | [Delete](#) | [Back](#)

Developer:

[adi](#) - Lead Developer

[adelheit](#) - Assistant

Publisher:

[company](#)

Distributor:

[company](#)

Credits:

Tester1 - Tester

Tester2 - Tester

Genre: genre1 genre3 genre2

Platform: Sega

Mode: Single Player Multiplayer

Media: CD

Tag: Cool Leiwand Super Lässig

Versioning

/games/55?version=5

SPACE GAME

Versioning: 1 2 3 4 5 6 make current version
Space Game

Bodenschätze auf der Erde abzubauen ist schon sehr schwierig, aber im Weltall wird es erst richtig kompliziert - vor allem, wenn es vor Piraten wimmelt. Im dem großartigen Echtzeit Strategie Spiel 'The Space Game' von den Machern des sehr beliebten Vector TD baust du Bodenschätze von Asteroiden ab. Dazu musst du eine Basis bauen und erweitern. Sonnenkollektoren sammeln Energie, Mining Outposts bauen die Asteroiden ab und Energy Relais sorgen dafür, daß alle Basen mit Energie versorgt werden, um zu funktionieren. Leider sind aber auch andere hinter den Schätzen her: Piraten. Also baue schnell genug Verteidigungsanlagen, die dir die unzähligen Piraten Raumschiffe vom Leib halten. Laser und Raketen Türme wollen strategisch platziert und ausgebaut werden. Kannst du dich im Weltall behaupten oder musst du dich der Übermacht der Piraten beugen? Finde es in dem großartigen RTS 'The Space Game' heraus!

[Edit](#) | [Block](#) | [Delete](#) | [Back](#)

Developer:

[adi](#) - Lead Developer

[adelheit](#) - Assistent

Publisher:

[company](#)

Distributor:

[company](#)

Credits:

Tester1 - Tester

Tester2 - Tester

Genre: [genre1](#) [genre3](#) [genre2](#)

Thank you for your attention