

scoreA:3 vs. scoreB:2

YOU: MyName(A)

Name	Mode	Team	Time
YourName	attend	B	Thu, 27 Aug 2015 14:10:49 GMT
Watcher1	watch	none	Thu, 27 Aug 2015 14:10:54 GMT
Watcher2	watch	none	Thu, 27 Aug 2015 14:11:00 GMT
Watcher3	watch	none	Thu, 27 Aug 2015 14:11:06 GMT
MyName	attend	A	Thu, 27 Aug 2015 14:11:38 GMT

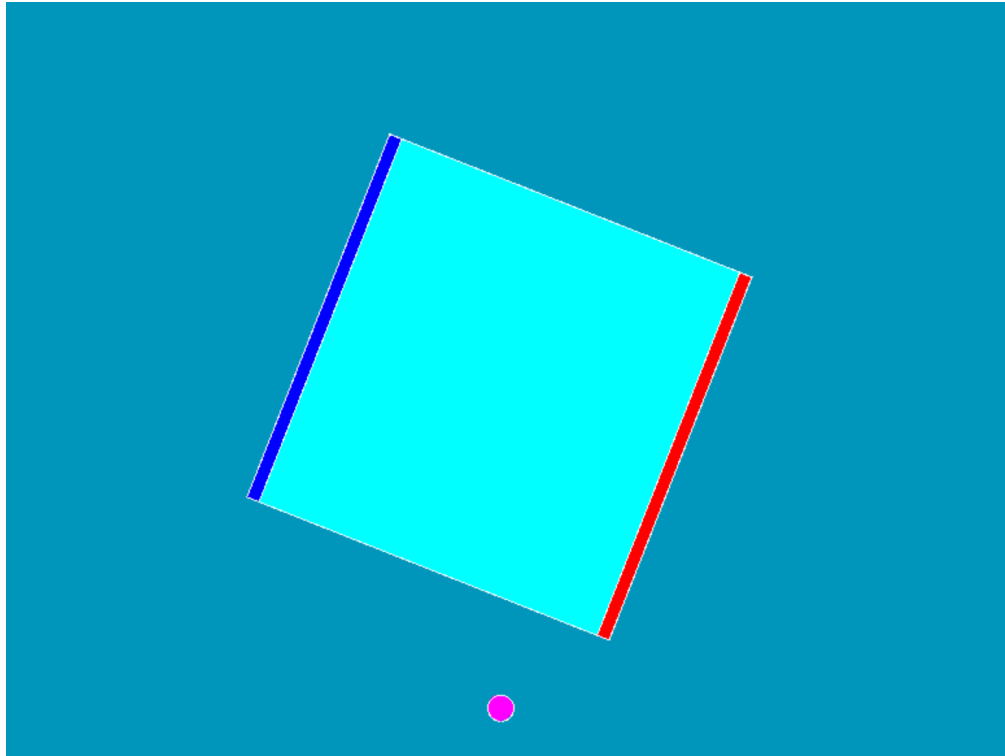
Bubblewar

27 Aug 2015

Team Goldmoon

Sumin Han (Product Owner)
Jaewook Woo (Scrum Master of Sprint 1)
Eojin Rho (Scrum Master of Sprint 2)
Taeyeon Kim
Yihan Kim

Goals



scoreA:3 vs. scoreB:7

YOU: Tester(B)

Name	Mode	Team	Time
YourName	attend	B	Thu, 27 Aug 2015 14:10:49 GMT
Watcher1	watch	none	Thu, 27 Aug 2015 14:10:54 GMT
Watcher2	watch	none	Thu, 27 Aug 2015 14:11:00 GMT
Watcher3	watch	none	Thu, 27 Aug 2015 14:11:06 GMT
MyName	attend	A	Thu, 27 Aug 2015 14:11:38 GMT
Tester	attend	B	Thu, 27 Aug 2015 14:12:19 GMT

- Each team produces bubbles from each side by pressing space key to defeat each other.

Challenges

Sprint 1

- It was difficult to build the basic server
- Motion of bubble and mechanics – PhysicsJS has a limitation to express bubble mechanics and collisions.
- get used to technologies.

Sprint 2

- There is time gap between two clients on same server. (real-time rendering)

Accomplishments

Sprint 1

- We Built the basic server by [nodeJS & Socket.io](#)
- We solved the problem of bubble mechanics by Mathematical algorithms.
- We learned the new technologies like [Jquery](#), [HTML/CSS](#) and [Javascript](#).

Sprint 2

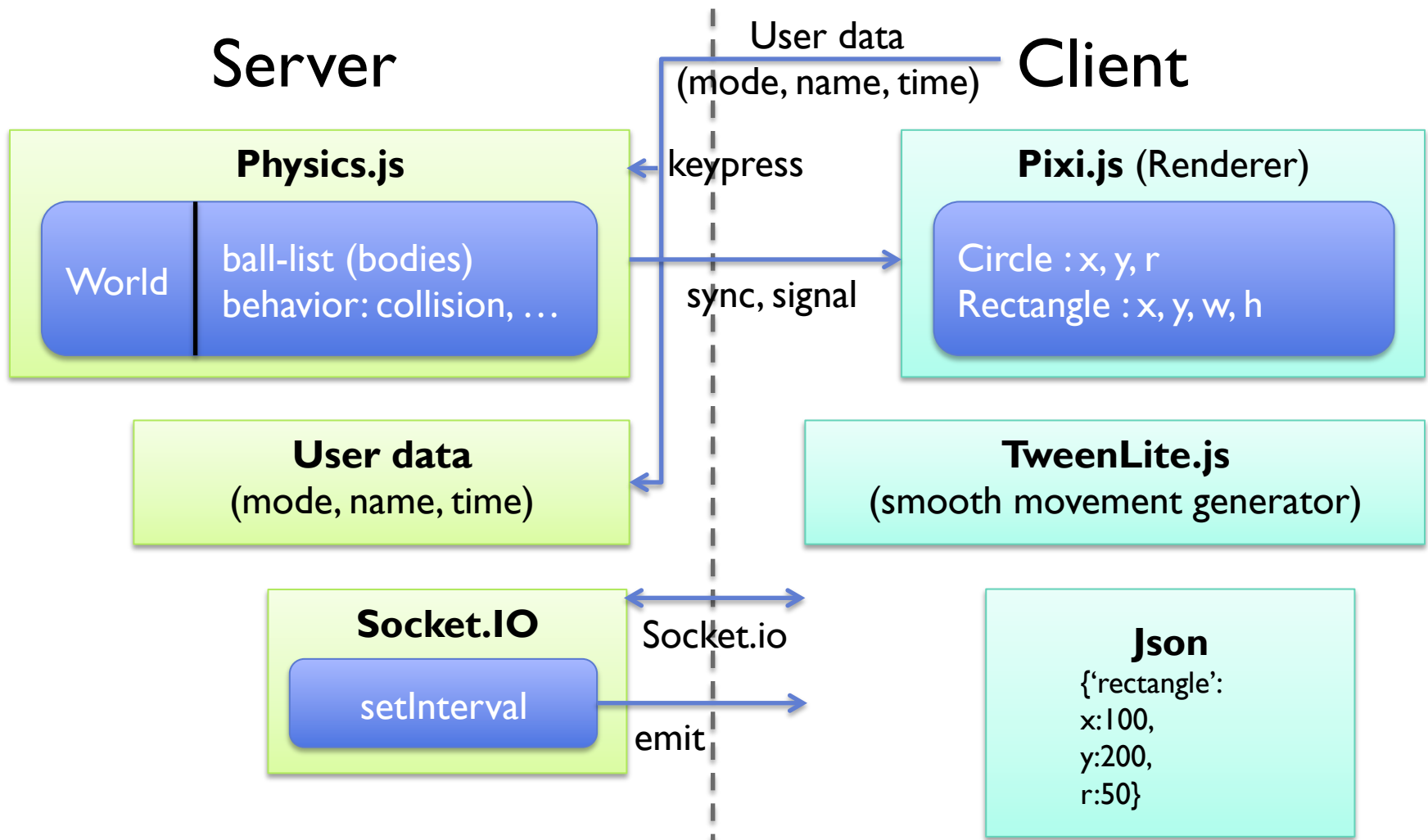
- We synchronized two clients using [Pixi.js](#).

Technologies

- HTML+CSS+JS
- PhysicsJS, Socket.IO
- JQuery
- Pixi, TweenLite



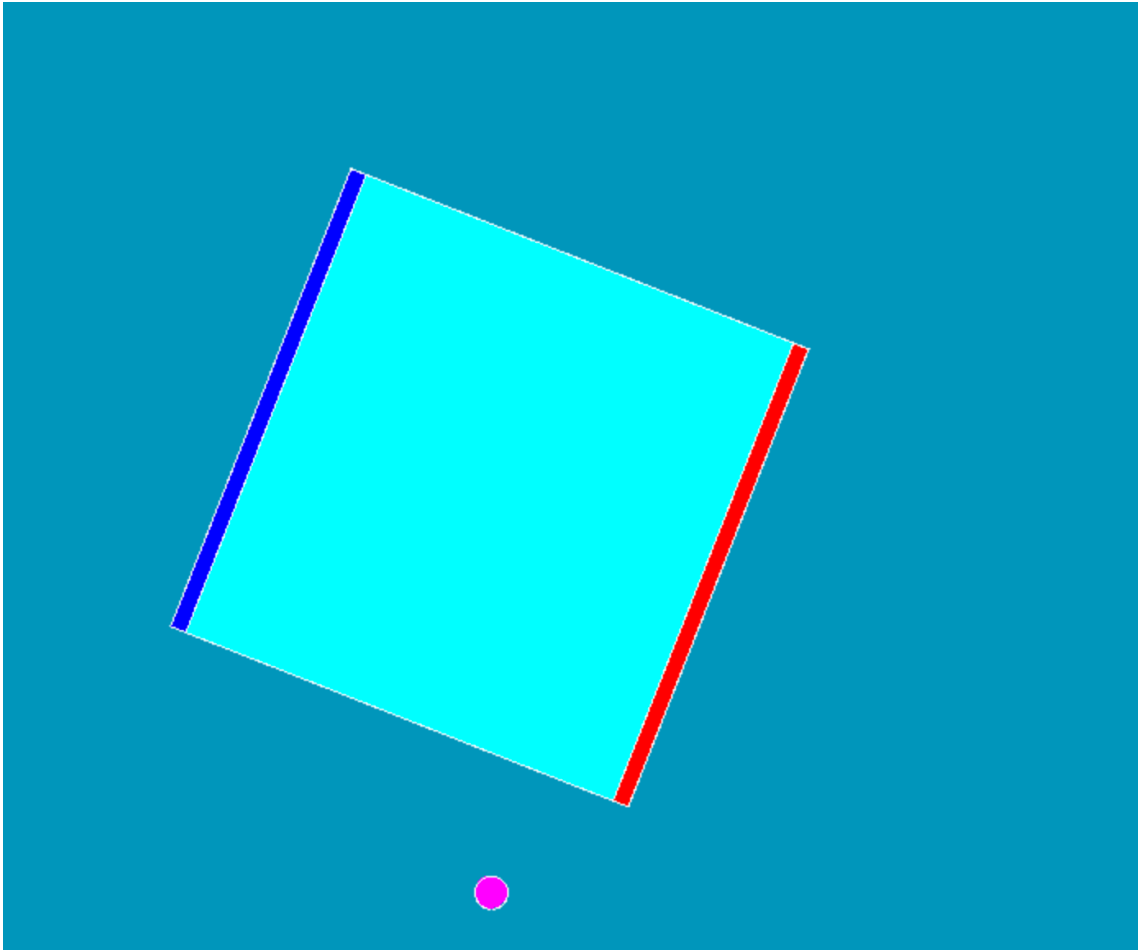
System architecture



Project management techniques

- Development techniques : Scrum
- Programming techniques : Pair programming
- Code management: GitHub
- Development environment: Sublime text 2, Vim

Showcase



scoreA:3 vs. scoreB:7

YOU: Tester(B)

Name	Mode	Team	Time
YourName	attend	B	Thu, 27 Aug 2015 14:10:49
Watcher1	watch	none	Thu, 27 Aug 2015 14:10:5
Watcher2	watch	none	Thu, 27 Aug 2015 14:11:0
Watcher3	watch	none	Thu, 27 Aug 2015 14:11:0
MyName	attend	A	Thu, 27 Aug 2015 14:11:38
Tester	attend	B	Thu, 27 Aug 2015 14:12:19 GM

Conclusion

- Enjoyed
 - First experience to working as a team
 - Reflect everyone's opinion using Scrum
- Didn't enjoyed
 - Time limited with doing homework together
- Lessons learned
 - Synchronization processing
 - New technologies
 - We need more development experience

Welcome to Bubble War

Enter Your Nickname

Watch Game

Attend Game

Goldmoon – Bubblewar

<https://github.com/goldmoonkaist/bubblewar>

Thanks.