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SCHOOL OF ENGINEERING & INFORMATICS

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G6046: SOFTWARE ENGINEERING

PROPERTY TYCOON

Candidate 198787 and others

15 May 2020

Property Tycoon

CANDIDATE 198787 AND OTHERS

Abstract

This is the Report for the Property Tycoon Game for Software Engineering by group 21. The Github is linked here. The others haven't sent their Candidate Numbers yet which is why it is not reflected above.

For the code base and the JAVADOC please see the appropriate folders. Where to find things can be seen in the README file.

Just incase the above link doesn't work

<https://github.com/TheBagarius/PropertyTycoon-SussexUni>

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Project Plan

Property Tycoon Agile Sprint Plan

Gantt Chart Template © 2012-2019 by Vertex42.com. Licensed for private use only. Do not publish on the internet.

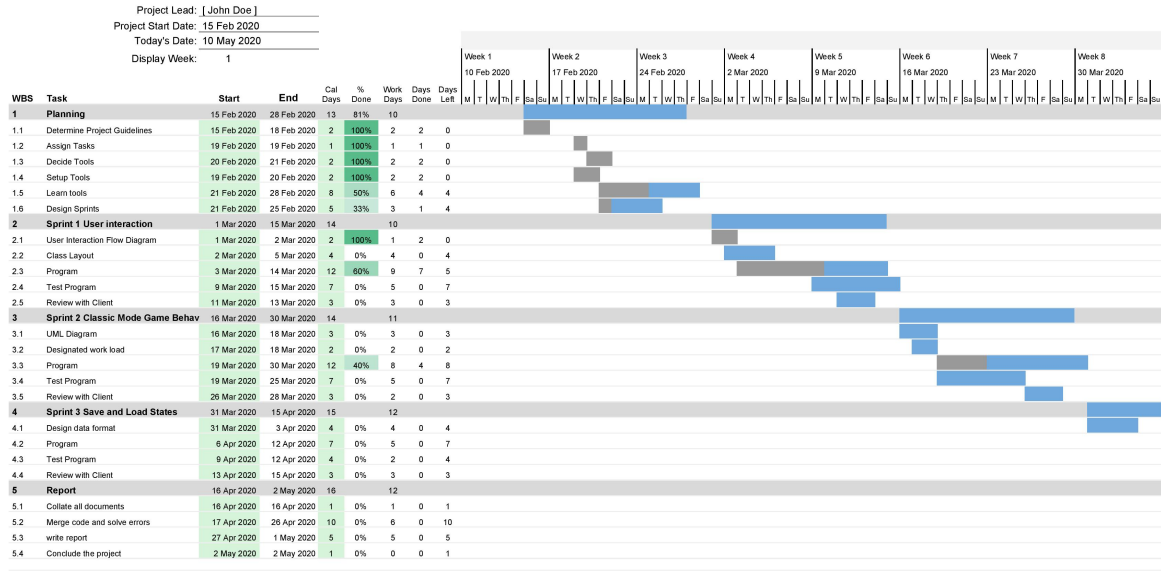
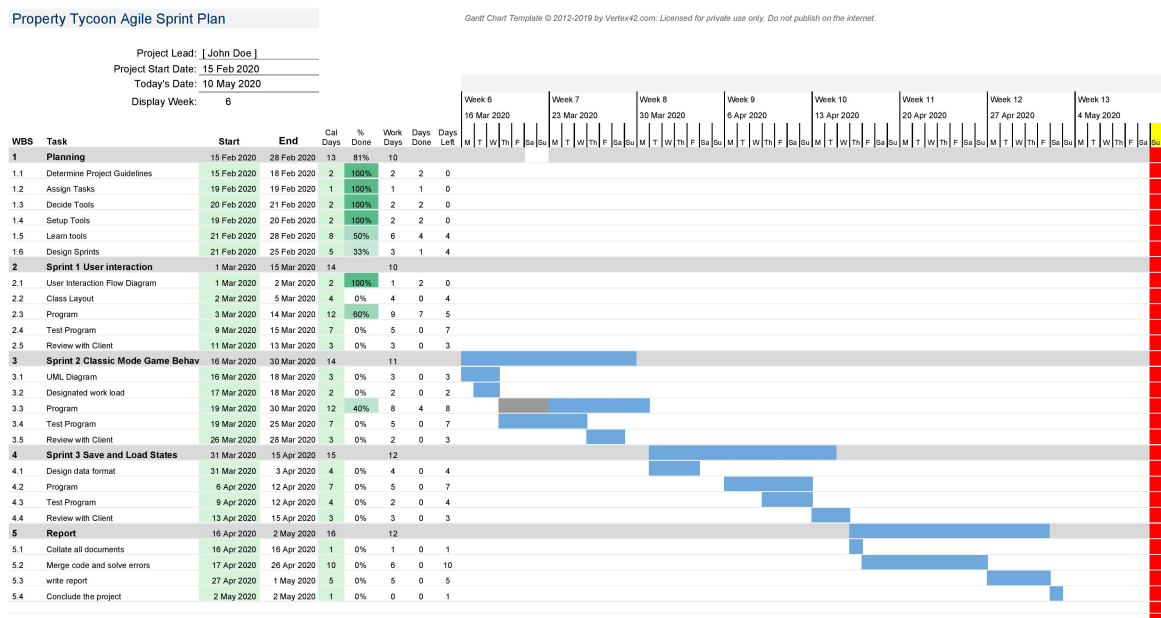


Figure 1: Gantt Chart Part 1



Process Document

Iason left his computer in Brighton with all his documents and is currently unable to access them.

Design Document

Abdulla and Salem

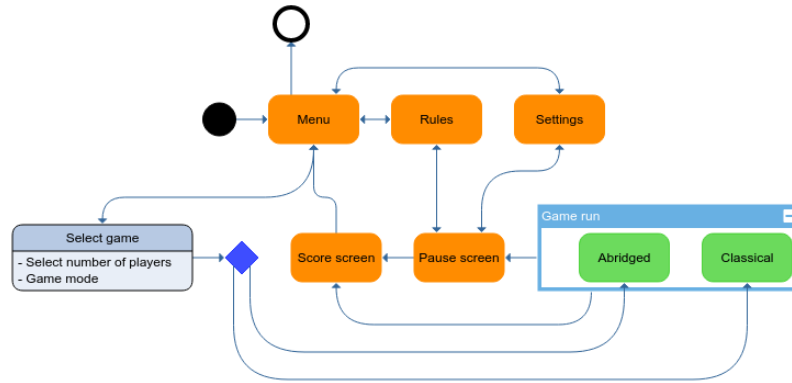


Figure 3: Sprint 1 User Interaction Flow Chart

Testing Schedule

No tests were made as the code written for refactor very frequently changing how things worked. And due to other circumstances explained later down in the document none were written at the end either.

Group Report

The project was a failure. The plan was to start the first sprint in the first week of March and work our way through in 2 week sprints in order to finish as much of the project by the end of April as possible. In time for the original due date.

During February we meet twice in order to decide and agree on the tools we were going to use, and to split up responsibilities. All though all of us were present and got things like the GitHub repository setup, we were already facing issues with members communication well bar none. The plan for the first sprint took far too long to make, and was never completed.

In March although we started programming, we found it very difficult to balance time between this project and all other assignments. Thus resulting in some slack-ing and and falling behind schedule. During this time the Coronavirus situation was also getting serious and all of us being international students were concerned about what it was going to be like for us. The added stress of deciding whether to go home or to stay compounded by what our families were saying and with countries starting to close their borders, some even for repatriating citizens.

As all of us started to self quarantine in preparation to return to our respective countries, Communication between group members became more strained. This resulted in members working on different parts of the project without planning compatibility between each other.

In April when we got settled in back home and we continued working on the project, we realised not all of us knew how to use git very well and faced issues with branching and even uploading to GitHub. Although we did get the GitHub issue mostly sorted out in May. Yet with the lack of communication we were not sure who had done what and how much or even how so we ended up with 2 separate builds of the program. One had better game logic and visible graphics and the other with better graphic but no game logic

In May when we were finally Communicating better and got the GitHub issue sorted out, we noticed the 2 very different builds and by this time there was not enough time to combine the best parts of the two as that required significant amount of work.

In the end there are 2 somewhat working source files that are not documented well. Neither of which meet even the requirements set forth for the 1st sprint. And all other deliverables are also lacking. In doing all of this the Agile Sprint development cycle also got thrown out of the window. Thus the project was a failure.

Peer Review

Salem AS Al-Ali - 20

Abdulla IE Al-Raeissi - 20

Josef Abdulkarim - 1

Iason Adamidis - 5

Tanuj Agrawal Bagaria -54

References

Oracle (2014), ‘Java™ platform, standard edition 8’.

URL: *<https://docs.oracle.com/javase/8/docs/api/>*

Santos, J. M. (2016), ‘Java awt game engine (not publicly available)’.

URL: *<https://github.com/jmscsedu>*