

# MULTIPLAYER YAHTZEE

Blue Bulldogs

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# PROJECT OVERVIEW

- High level overview of the problem statement
  - What were you asked to implement?
  - Describe the main features, limitations, and assumptions

# PROJECT REQUIREMENTS

- You don't have time for all of the requirements, but you can mention two or three of the functional and non-functional requirements for the project

# PROJECT SOLUTION APPROACH

- What are the major components in your solution design?
- What game/ui features did you really identify and work towards in your take on Yahtzee?

# UML DESIGN HERE - HOW DID YOU STRUCTURE YOUR SOLUTION?

- Perfect for a UML class diagram
  - Ensure that it's readable on a single slide
  - This might mean that you make pieces bigger and leave some classes off
    - This is especially true if you subclassed somewhere
    - For example, if you have scorecardLine classes for the various lines, you could make a cloud or a box and label it as "scorecardLines" instead of trying to show them all

## SEQUENCE DIAGRAM HERE

- We added this slide, but sequence diagram goes here. Slide will have to be pretty quick.

# TEAM COLLABORATION APPROACHES

- Let us know how your team collaborated to make this happen
  - What messaging tools did you use?
  - How did the GitHub issues work?
  - Did you use git branches, did that go well?
  - Any lessons learned when trying to code as a group?
  - Did you code 100% separately, or did you do group hacking sessions?

# TESTING, VALIDATION, AND ACCEPTANCE PLAN

- What testing approaches do you plan on using?
  - Unit tests
  - Integration tests
  - Functional tests
  - User tests
- What's the #1 way you'll be able to say "Our project is deliverable"?



## LIVE DEMO TIME - TAKE A MINUTE OR TWO

- Switch to your program
  - Have it already running because live demos are the exact moment you'll find that something changed in the code and now it won't compile
- Start from a simple configuration for the game (if it has configuration)
- As you walk through playing with two players (more would take a while):
  - Note which classes are being used
  - Note how your GUI is reacting to your inputs (button press does what?)

## SUMMARY

- This is a short presentation (target is 12-15 minutes), so a summary is almost not required.
- I'd almost focus more on a couple of lessons learned or the coolest bit/experience you've had so far with the project.