Group 28 Coding Final Summary

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Our coding project “Deep Space” is a game that explores an abandoned spacecraft where the player awakens from cryogenic sleep only to discover that they’re the only human left on the spacecraft. This game combines the genres of adventure-puzzle-action into one game where the player must find a way off the spacecraft. The player overcomes obstacles that may interfere with their travels across the spacecraft, they must overcome these obstacles in order to escape the spacecraft intact.

The project utilizes a 3-dimensional graphical user interface, as well as a modified text file in order to populate a new map, items, enemies, and pathways to the user’s design. After instantiation, objects are manipulated by the user as they attempt to achieve the anticipated goal of escaping the map. This occurs when the player character enters the “exit” room, usually blocked off by locked doorways that must be opened, puzzles that must be solved, and enemies that must be defeated.

Project Description

The new material on the report starts out with the naming conventions that our project had, the material lists the following key terms that may have multiple meanings. So it breaks down the key term into sub-terms which can be used to describe that key term. For example, there was the key term for items, but due to items being more than one thing we are able to break these items down into sub-items such as an equippable item, unlockable item, or consumable item.

Another material that was introduced into this document was the comparison between the original project design and the current project design. This discussed how similar our project design was compared to Group’s 10 design.

Testing

The items to be tested section included the items that were tested so this included certain classes that we used to test our code's functionality.

The test specifications section included the different sections of code we tested throughout our program. Each test was conducted by a group member where we test crucial parts of the code, making sure that the code passes.

The test results section included the results of the tests that the test specifications section included, this material included the tests that were conducted and what the results of these tests were.

Inspection

The items to be inspected included sections of code that were meant to be inspected where each section of that code was implemented by a specific group member.

The inspection procedures were based on the material on which we used a specific source to conduct the inspection, this section of the report also included how often we met to do those inspections compared to how often we would do those inspections outside of meetings.

The inspection results material were the results consistent with inspection procedure material. The inspection results included, who did the inspection, what was inspected, what was the date of the inspection, and what was discovered from the inspection. Every group member conducted the inspection on the other group members specified code.

Recommendations and Conclusions

The open issues section included material on which issues we still had in our project that were still not addressed. This section included all problems that still had issues, but we never had a conclusion for them.

The waiting room section included ideas that we may want to still implement even after the due date, one of these ideas being better combat for the game.

The ideas for solutions section included ideas we had to fix some of the issues and problems we had with the project, without giving the actual solution on how to fix it.

The project retrospective section included things that worked well and things that didn’t work well when we were developing our project. Some of that material included our lack of location provided in the game.