Libraries-used until now

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JUNIT

Short description: JUNIT5 provides a TestEngine for running Jupiter based test on platform and is an unit testing framework for Java.

How we are going to use it: With Junit5 we test our program through, to make sure all written code is working correct. Until now we are already writing tests of our latest master push.

JavaFX

Short description: JavaFX provides a set of graphics and media packages that empowers software engineers to design create, test debug and deploy rich and fancy client applications that work across multiple platforms. FXML is the XML-based declarative markup language to construct a JavaFX application user interface.

How we are going to use it: We use Scenebuilder to design the Graphical User Interface.

JDOM

Short description: JDOM is a lightweighted and fast Java representation of an XML document. JDOM provides a way to represent a XML-document for easy and efficient read, write, create and modify.

How we are going to use it: We use it to read, write, create and modify our existing players profiles.

APACHE MAVEN

Short description: Maven is a software project management and comprehension tool. Maven is based on the concept of a project object model (called POM). It manages a project's build, reporting and also adding third party libraries.

How we are going to use it: We use Maven in first instance to build and take advantage of Maven that it provides for us the dependencies on external libraries.