UNIVERSITI MALAYA

Faculty of Computer Science and Information Technology

Managerial Report

WIX1002 FUNDAMENTALS OF PROGRAMMING

PROJECT 1: TILL THE END

OCCURENCE: 2

LECTURER NAME:

DR SITI SORAYA BINTI ABDUL RAHMAN

GROUP: 11

GROUP MEMBER:

1. CHONG ZU YUAN   S2132807
2. CHIA PEI XIN   U2102773
3. ONG SHI NEE   U2102783
4. BEH SIN YEE   U2102839
5. TAN XU YANG   U2102862

Contents

The Formation of Team

Our team consists of five members, with leader Chong Zu Yuan and members who are Chia Pei Xin, Ong Shi Nee, Beh Sin Yee and Tan Xu Yang. At first, we didn't know each other at all. However, five of us became group mates when filling in the assignment google form. We struggle to choose a leader at the start of the assignment as five of us do not have a strong basics of Java. During the process of doing the assignment, we found that Zu Yuan has the potentials of becoming the leader because he is usually the one who solves and gives suggestions to the problems that are faced by our members. Thus, all the members agree to admit him as the leader of the assignment.

Role and Assigned Work for Each of the Members

Role	Group Member
Leader, Lead-Programmer, Lead-Product Tester	Chong Zu Yuan
Report making, Sub-programmer, Sub - Product Tester	Chia Pei Xin Ong Shi Nee Beh Sin Yee Tan Xu Yang

Group Member	Assigned Work
Chong Zu Yuan	● Dragon class ● Hard Mode, Diversity, Save and Load System ● Main data frame creator
Chia Pei Xin	● Wall class ● Tower class ● Citizen class ● Ascii Artwork
Ong Shi Nee	● Tax class ● Sound effects ● Ascii Artwork
Beh Sin Yee	● Wall class

	● Tower class
	● Citizen class
	● Sound effects
Tan Xu Yang	● Season class
	● Managerial Report
	● Technical Report

The Project Timeline

Task	Academic Week									
	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12
Discussion on group assignment	■									
Collecting idea	■	■								
Distributing the work			■							
Phase 1 developing				■	■	■				
Phase 2 developing							■	■	■	■
Compilation of code										■
Documentation										■

Problem and Solution

The Problem Faced in Accomplishing the Assignment

1. During this pandemic era, as we could not meet our group mates physically, it becomes hard for us to share and collect ideas among each other. The cooperation between group mates was hard at first too as we were not familiar with each other.

2. All the group members need to allocate time to learn extra features of Java including animations or sound effects, save and load system, hard mode and diversity.

3. We did not succeed in doing GUI or using JavaFX to insert pictures and videos at the end as our output has error continuously.

Solutions

1. We distributed the tasks according to individual strengths and abilities of every member when having online meetings. We also discuss the details of the assignment and solve problems together. A chatting group is created to share the progress of the assignment in order for us to finish it on time.
2. We watch multiple tutorials and study references from different websites in order for us to have a deeper understanding of the extra features that are done in our assignment.
3. We use another backup plan which is replacing GUI or JavaFX using ascii artwork that are being shown in the console output.

Other issues Arised

1. When we are trying to insert sound effects into our project, there are some packages that are needed to be downloaded into Java in order for the sound effects to be played. However, we found out that those packages are not available in Internet.