CEN 3031 Final Deliverable

We, the undersigned, hereby affirm that the work submitted is our own and that the Honor Code was neither bent nor broken.

Signed,

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**Summary**

The easiest tasks:

The easiest task was breaking up TigerZone™ into sections to work on such as the tiles, board, and game play. Another simple task was setting up a schedule for our iteration deadlines and our planned achievements for each one.

The hardest tasks:

The hardest tasks were maintaining communication and, thus maintaining our predefined schedule. We began with a team of six members and at the end we have finished with four. This initially slowed our process distributing tasks and inhibited our awareness of who was working on what. Another difficult task was working with changing requirements; it was the first time most of us had dealt with that in a classroom setting.

Educational objectives:

1. Working with changing requirements
2. Working in a collaborative environment
3. Applying software development and software management principles and practices

Did we achieve the educational objectives?

Yes, while working on TigerZone™ we learned that it was better to focus on the small details later on in the project. This prevented repetitive changes and modifications that would have resulted from the changing requirements.

Suggestions on how to improve the project? None

1. Does the program compile without errors?

Yes, the program compiles without any errors.

1. Does the program compile without warnings?

Yes, the program compiles without any warnings.

1. Does the program run without crashing?

Yes, the program runs without crashing.

1. Describe how you tested the program?

We tested the program by building a sample TCP server and client in python and comparing outputs to the abbreviated tournament examples.

1. Describe ways in which the program does not meet assignment’s specifications.

The program will run with the network protocol designated, but a GUI was not designed to display the visual effects.

1. Describe all known and suspected bugs.

Bugs may be present in certain tile placement scenarios and specific tiger placing scenarios.

1. Does the program run correctly?

Yes, the program runs correctly.

**Individual Learning Experience**

Chang, Amy:

My learning experience in this project was unparalleled to those that I have been involved with during my time here at UF. Everything felt extremely rushed for the task assigned and our team was undermined by the lack of involvement of *two* team members. With such a large project, it was beneficial to know how to chunk software components for agile software delivery. In addition, it was an interesting experience to work with changing requirements throughout the entire project; it required extreme flexibility and modularity of coding practices. Furthermore, for me personally, it was jarringly frustrating to try to create something that I had no previous knowledge or experience, such as developing an AI or using network protocols, in such a miniscule amount of time.

Chaturvedi, Kartik:

The most important thing that I have learned from this project is how to change your workflow and strategy under time constraints and lots of requirements. This was the first “real world” project I have worked on as a group, where we had to communicate and collaborate in a classroom environment using tools and processes that professional software engineers use. I think we would do a much better job and have a much more pleasant experience if we were to do this project again because we would know how to plan and what to work on first and what to differ to a later time.

Ollivierre, Khari:

The most valuable part of this experience to me has been the chance to work in a team and become familiar with the soft skills of collaborative software development: communication is crucial to the success of any project, and thanks to my team I was able to hone my ability to present my contributions and concerns in a technical, understandable and timely manner as well as digest those details when they are presented by my teammates. In addition to this, the tools and practices our team used for collaboration were vital to the development process and I will be able to apply these to any future team-based development I will be involved with. Slack, a group communication platform, was the main method of correspondence that our team used while working; it allowed us to be in touch with each other at all times as well as quickly and easily share files with each other. We also utilized Github in order to keep our contributions to the project concurrent and easily accessible; I had never used Github until this semester and it has a tangible learning curve, but through the development process and the assistance of my teammates I was able to become adequately acquainted with the platform and I have adopted a workflow based around these tools that will support the success of my future team-based endeavors. The most difficult part of the process for me have been the technical, more concrete aspects. I am still a “scrub” of software development: my technical abilities and experience do not really extend past the classroom setting, and I was completely knew to the field of computer science a few years ago. However, thanks to the experience of this project, I have become more confident in my ability to learn and improve my technical skills independently and this will be vital to my success and competency within the industry. Based on the scope of this course, I believe the educational goals of the project were to develop and demonstrate the software engineering practices that we have been studying throughout the semester. I believe that at the heart of these practices are a user/client-focused definition of the project requirements, a collaborative and iterative design process, and correct emphasis on the domain aspects of the software rather than preoccupation with more trivial details. Thus, these principles were foundational to our development process and by embracing them we have met the educational goals.

Pozo, Kayla:

The main thing I can take away from this project is how to work when things don't go according to plan. Whether it be the human aspect of projects such as communication or the technical aspect such as changing requirements. I learned that it's best to plan ahead and strive to meet those hard deadlines. This prevents work being backed up until the end and allows for time to troubleshoot as we make progress. Overall, I learned first hand the pains of getting too detailed at the beginning only to realize you will have to approach the problem differently. It is something that, although painstakingly learned, I will remember and improve upon in the future.