Project 4- Integration Strategy

The Integration strategy we used was Bottom-Up Integration. This integration strategy best fits our project because we first have the Game class that implements the majority of our game. This class then calls on the Battle class for other methodology and implementation for our game. The next class called is our Force class then Unit class. Then Unit class comes back down to the game class in this order and our code gets implemented this way. This best fits our project as it starts at the bottom which is our game class and slow travels up to the top where we have the Unit class. We have also noticed that this strategy best fits because that faults we have come across have all been isolated and is very easy to detect in our code where the faults or bugs happen, and we can fix them quicker this way. Also we have noticed that that the faults or bugs we are receiving have come in the later stages of the implementation workflow. As from project 3 there weren’t as many because it was our prototype but as we have progressed to Project 4 the latest stage in our game has become complex and the faults or bugs we are receiving are the last part of our integration process.