

CS 319 Group Project

First Iteration

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State Of Development

- Game map generation is implemented by reading a matrix from a file however, there is only one level playable
- A list of attackers are added to the map from a list however, currently there is only one type of functional attacker
- Attackers are able to move in the path and detect collisions
- Main menu is implemented, menu buttons are implemented, help and credits pages are implemented
- Towers are implemented, however towers and hero are not functional yet
- Images cannot be loaded from the generated jar file, thus jar file is not completely functional yet

Problems & Changes

- Some relationships between classes were changed in order to make the system more efficient.
- Game Map controller is removed. Instead a GamePanel added and most of the tasks of the Game Map controller are given to Game Map directly. Tasks about the collisions are given to game objects.
- Some small functions of the Game Controller are merged or removed from the Game Controller.
- Some attributes and function signatures changed. Small methods added/removed.

Lessons About Teamwork

- Effective communication skills in project team members is crucial for the development of project, since it directly affects the timing of the project.
- Support and commitment within a team is vital and eases most processes.
- Having a team leader usually catalyzes most processes and deadlines, however each member should still contribute equally.
- During decision - making processes or in doubt, presenting multiple options and choosing between them in a democratic way is important.
- Effective use of version control systems is an important factor for timing of the project