

Damn the Ram

A 2D shooting game

Zijun Xu

Jianyi Chen

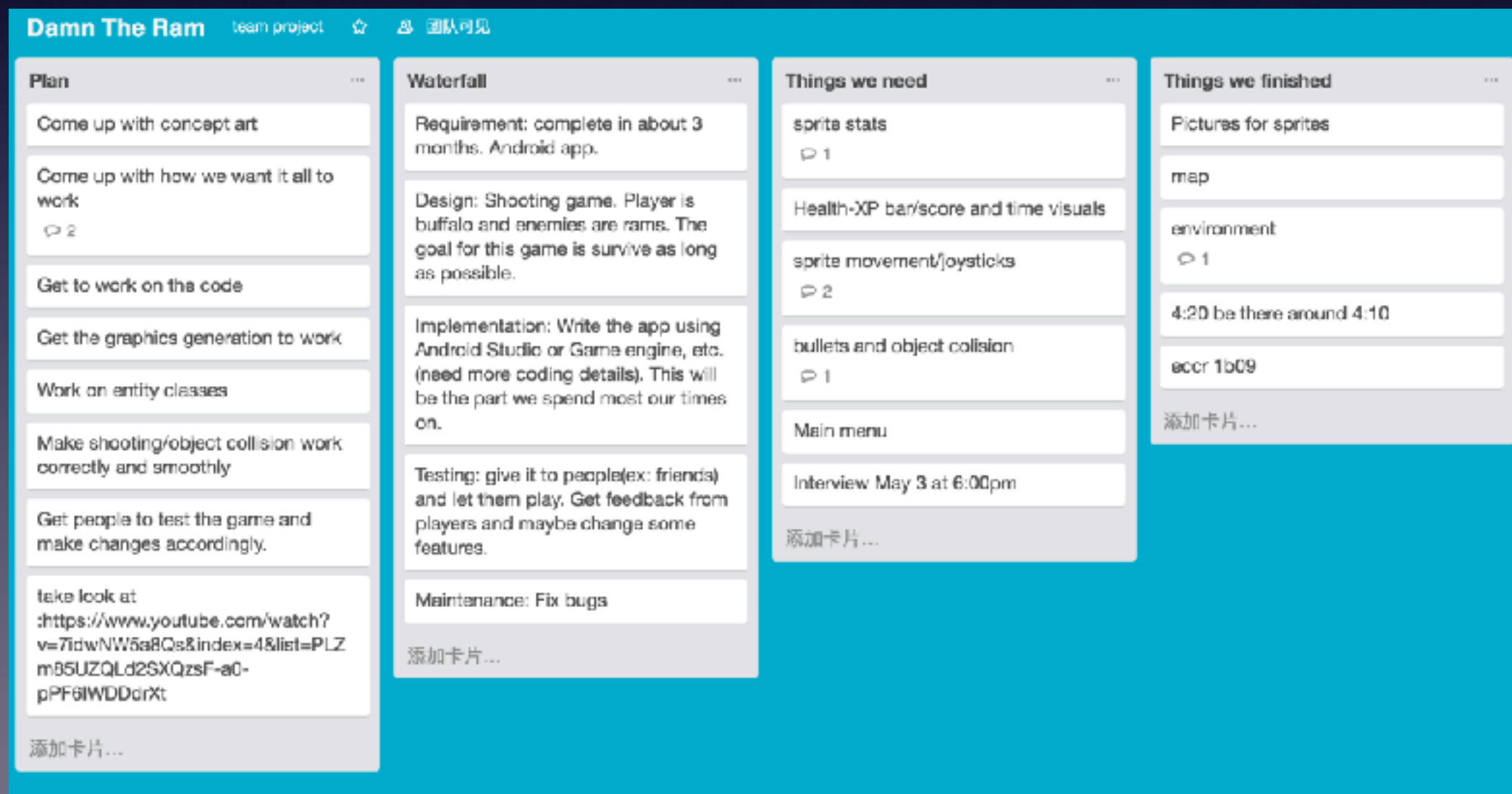
Jonathan Young

Xiaoyang Dou

Zhiwen Shu

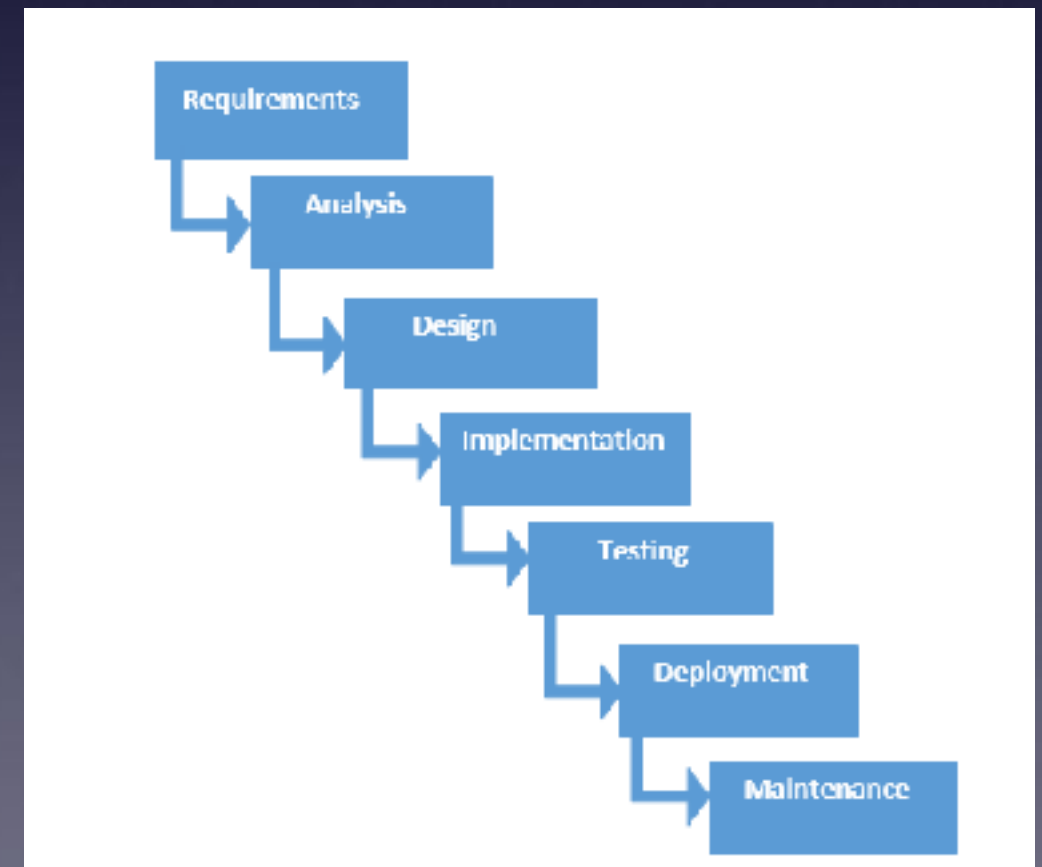
We used Trello as project tracking tool

- Rating: 4
- It can clearly tell us what we have done, and what else we need
- there is no connection between each steps



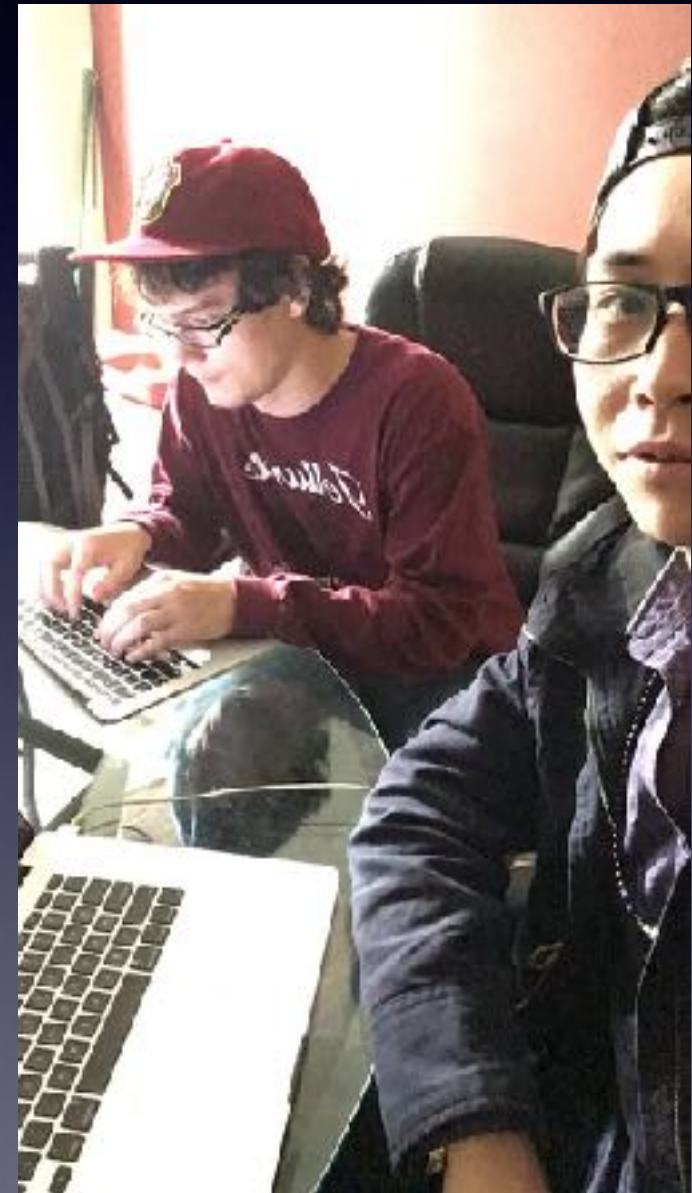
Waterfall model

- Rating: 5
- It is easy to understand, use, and manage.
- Model phases are processed and completed one at a time.
- It fits small project, like ours.



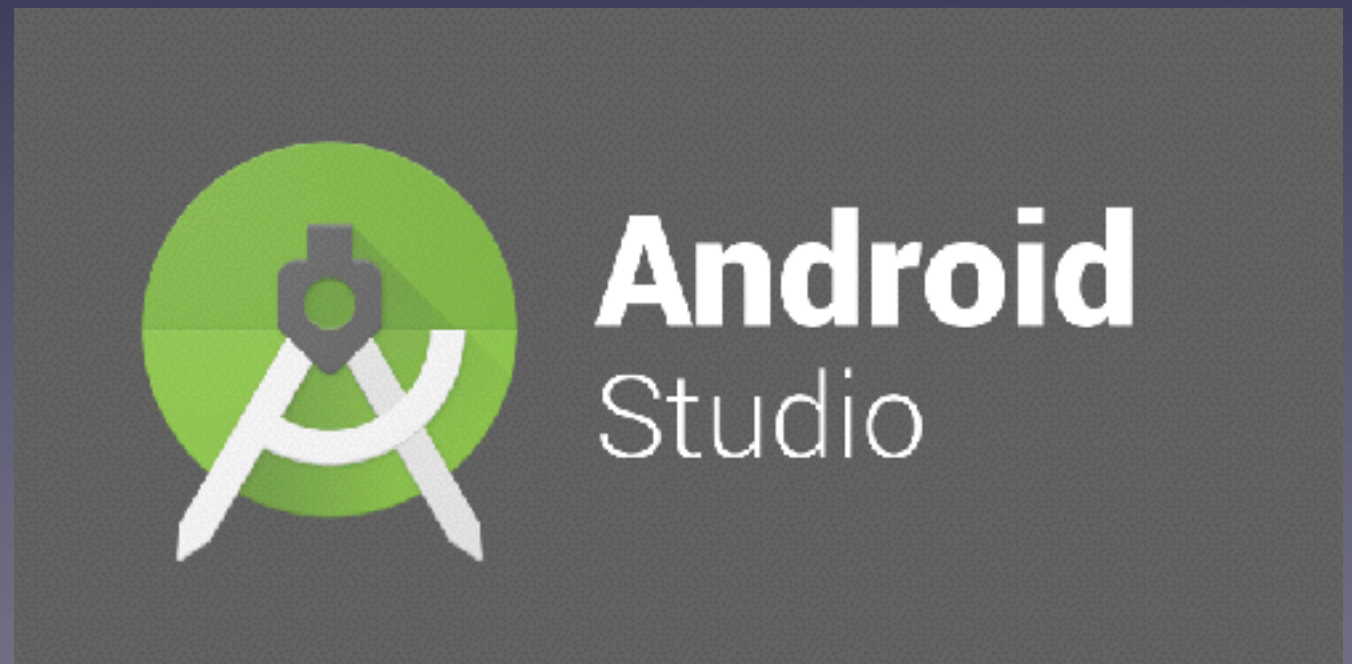
Pair Programming

- Rating: 5
- We almost pair programmed all the time
- When there is trouble, it is way faster to solve them as a team than a individual
- Pair programming increase our efficient



Android Studio

- Rating: 4.5
- Develop android apps, also desktop apps.
- Friendly UI
- It builds code automatically when running
- Allows quick manual test



Challenges we had

- Lack knowledge of java
- Lack experience of making a game
- A lot of pointless merge conflicts

Things we don't need

- Database. Since our project is a single player offline game, we do not need any user informations.
- Auto tests are not good for testing a game.
(manual tests fit the best)

Demo

