



Universität
Basel

Meilenstein 5

cs108 Programmierprojekt, FS18

Gruppe 12 Minions of Java

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KING OF JAWA



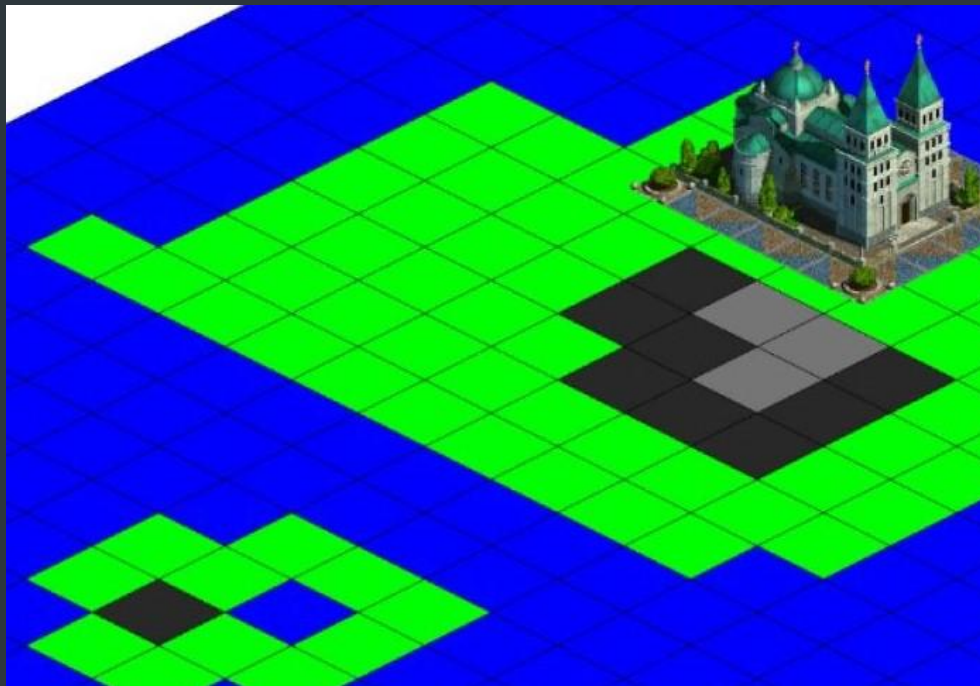
- Realtime Strategy
 - Aufbauspiel
- 2 - 4 Spieler
 - jeder gegen jeden
- Metropolen-Status erreichen



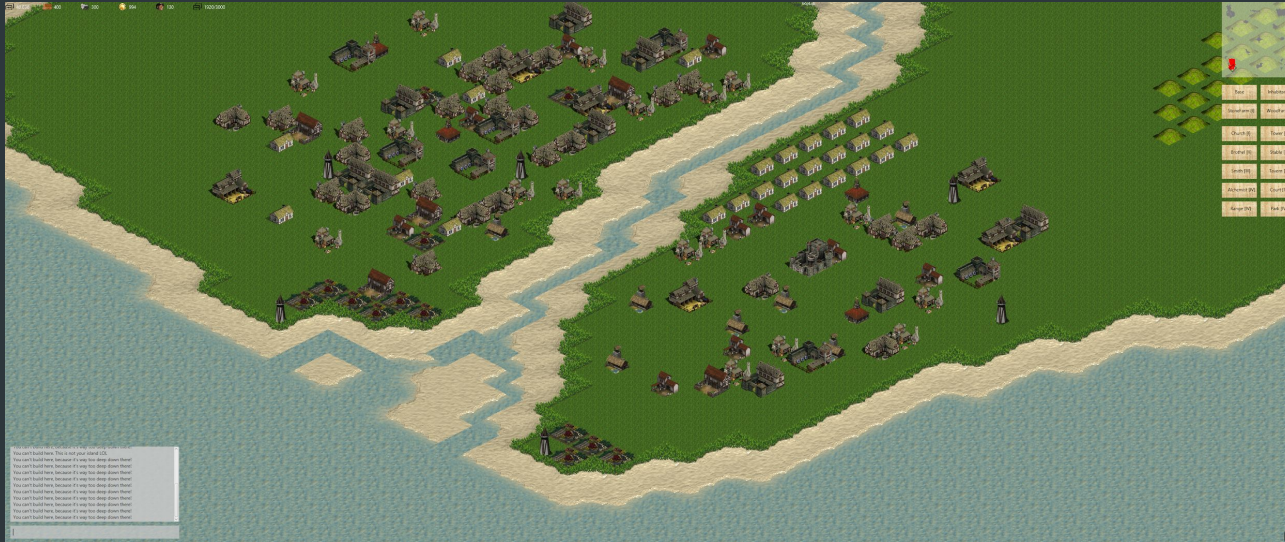


- Ziele: Metropolenstatus erreichen
- Mechanik: Gezieltes bauen von Gebäuden









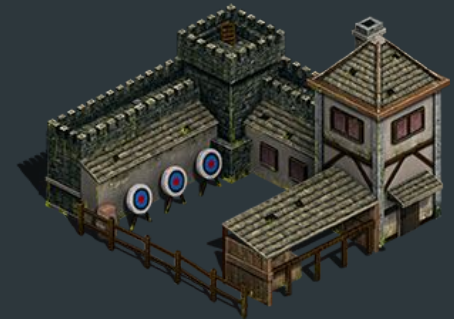


- intuitives Spiel
- Buttons/Anzeige für alle Commands
- Tastenfunktionen im Game
 - zoomen
 - Vollbild
 - Pfeiltasten

Ressourcen Gebäude



Spass Gebäude





www.kingofjawa.com



Shall we play a game?

Game





MVC

Checkstyle

Realtime

Entity-Component-System

Isometric View

custom map-rendering Advanced Networking

Mantis-Bugtracker

Entities

Log4J

Mockito

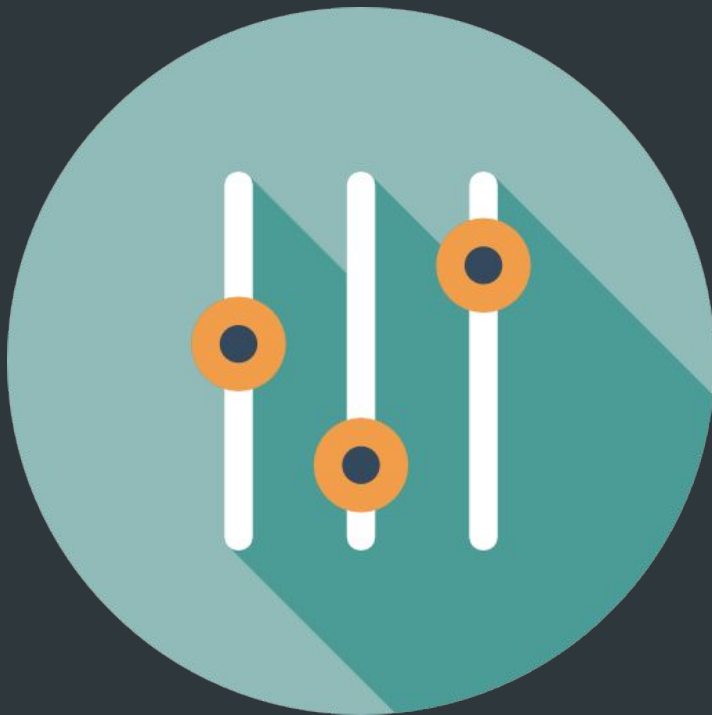
TestFX

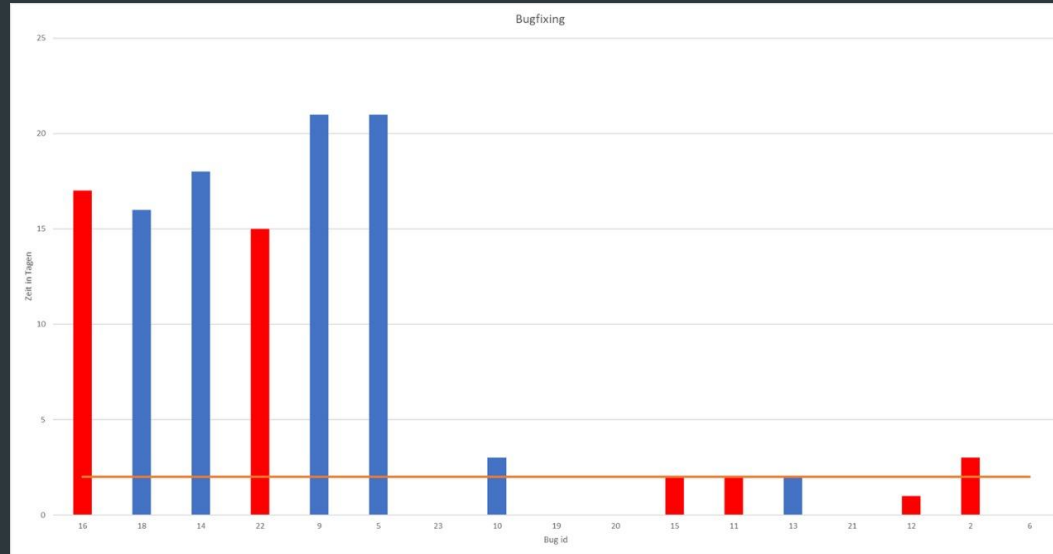
UnitTest

JavaFX

CI

ApacheLANG commons





MantisBT



Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
ProtocolManager		32 %		33 %	5	9	12	21	3	6	0	1
Package		94 %		67 %	13	45	8	90	0	25	0	1
ProtocolManagement		42 %		n/a	1	2	2	3	1	2	0	1
PackageManager		100 %		75 %	3	12	0	28	0	6	0	1
Total	81 of 542	85 %	20 of 58	65 %	22	68	22	142	4	39	0	4

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
User		100 %		n/a	0	1	0	1	0	1	0	1
Total	0 of 3	100 %	0 of 0	n/a	0	1	0	1	0	1	0	1

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
Session		100 %		n/a	0	1	0	1	0	1	0	1
Total	0 of 3	100 %	0 of 0	n/a	0	1	0	1	0	1	0	1

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
TeaPrintStream		0 %		n/a	6	6	17	17	6	6	1	1
ConsoleLog		92 %		50 %	9	13	11	65	3	7	0	1
Serialization		97 %		95 %	5	67	2	142	0	12	0	1
Pair		0 %		n/a	3	3	6	6	3	3	1	1
Point		67 %		n/a	1	6	4	14	1	6	0	1
Chain		100 %		100 %	0	46	0	108	0	23	0	1
Area		100 %		62 %	3	15	0	25	0	11	0	1
Total	111 of 1'716	93 %	14 of 176	92 %	27	156	40	377	13	68	2	7

Coverage



Qualitätsmanagement



4 Augen sehen mehr als 2



Planung



King of ~~Java~~ Refactor



Sources

- Minecart icon designed Pixel perfect from Flaticon
- Other icons by Maxim Basinski from Flaticon
- Ingame textures by Daniel Stephens
- Logo by Pascal Töben



Fragen ?