

RBSG – Release 3

Product Owner

Patrick Michla

Scrum Master

Birk Magnussen

Developer

Christopher Bartalos

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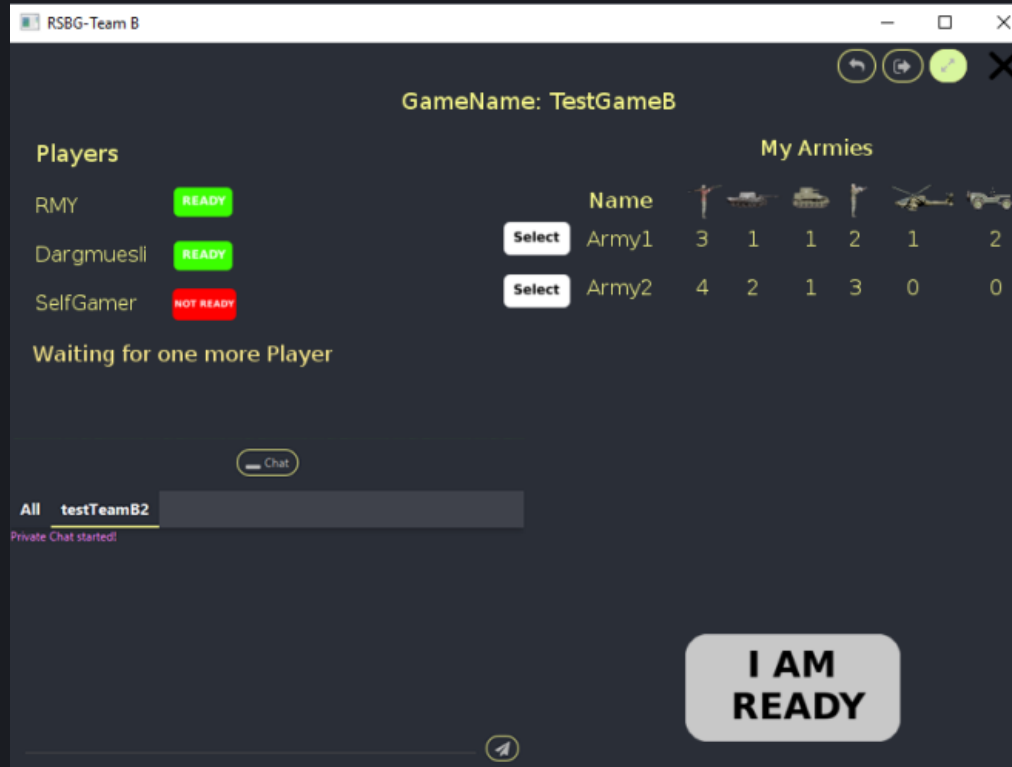
Jonas Thelemann

Gianluca Voss

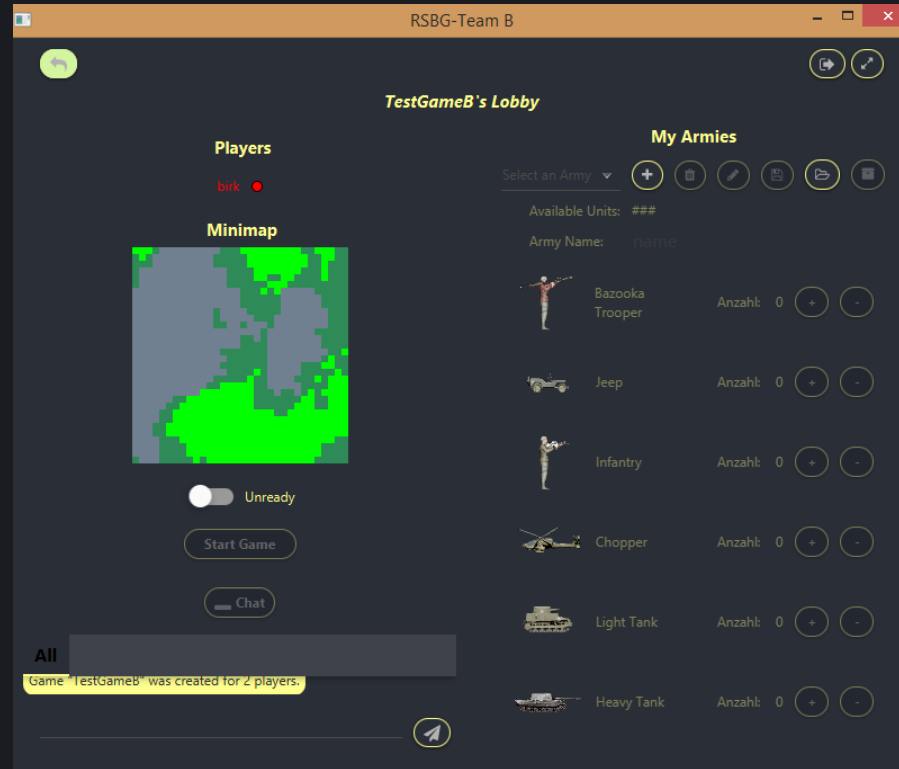
Rohhullah Walizada

Mockup-Vergleich

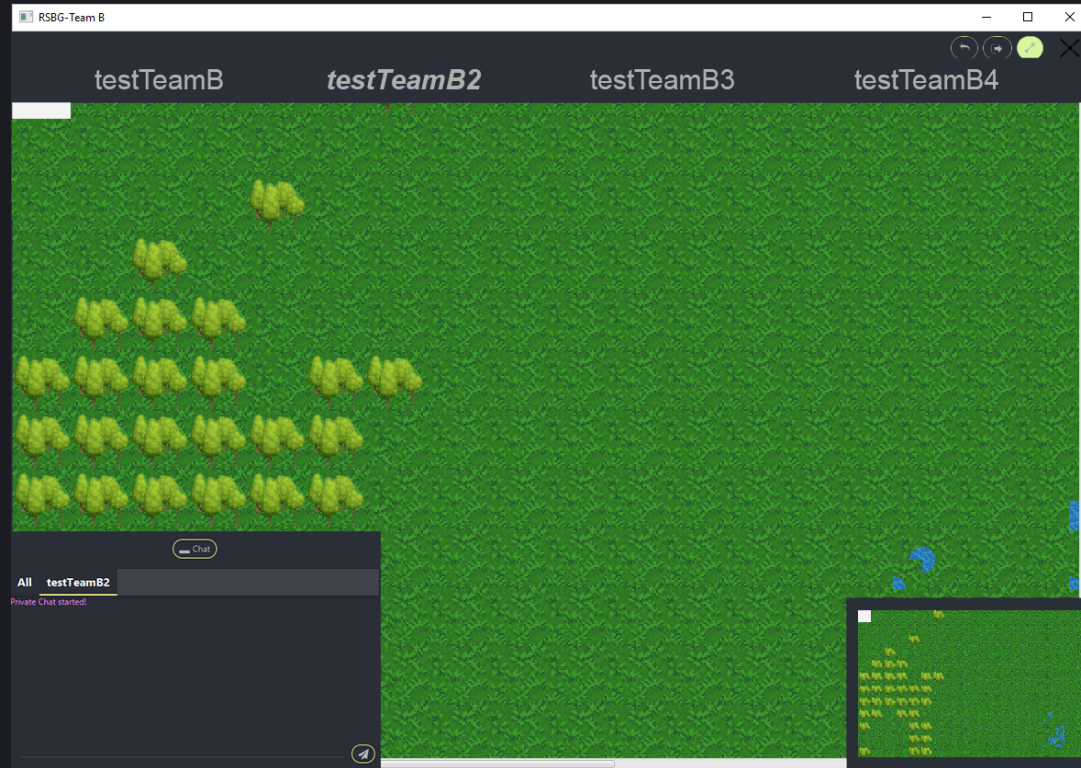
Mockup: Lobby



Implementation: Lobby



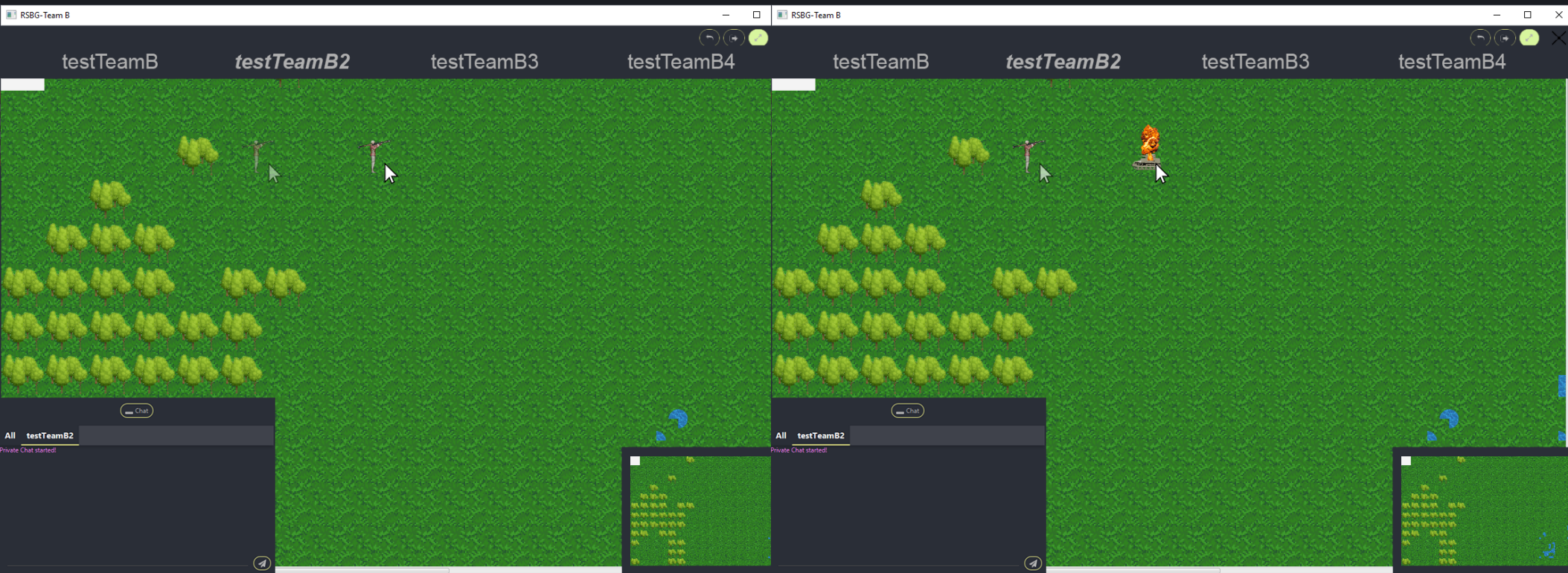
Mockup: Ingame



Implementation: Ingame



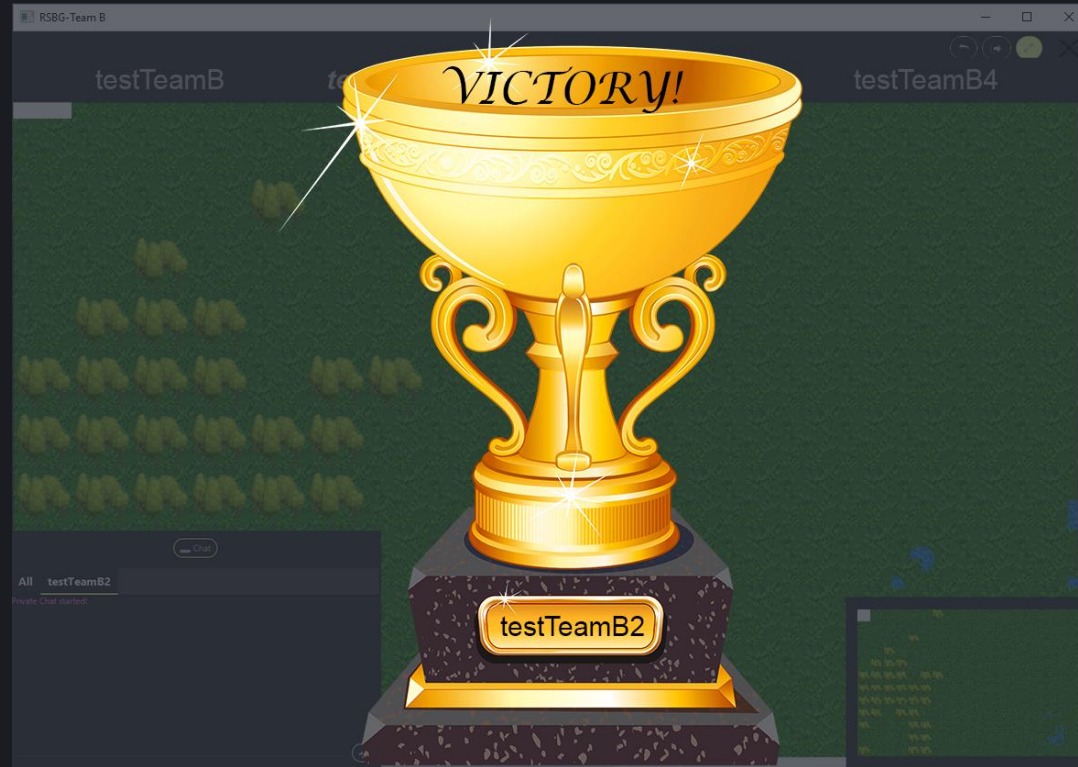
Mockup: Move / Attack



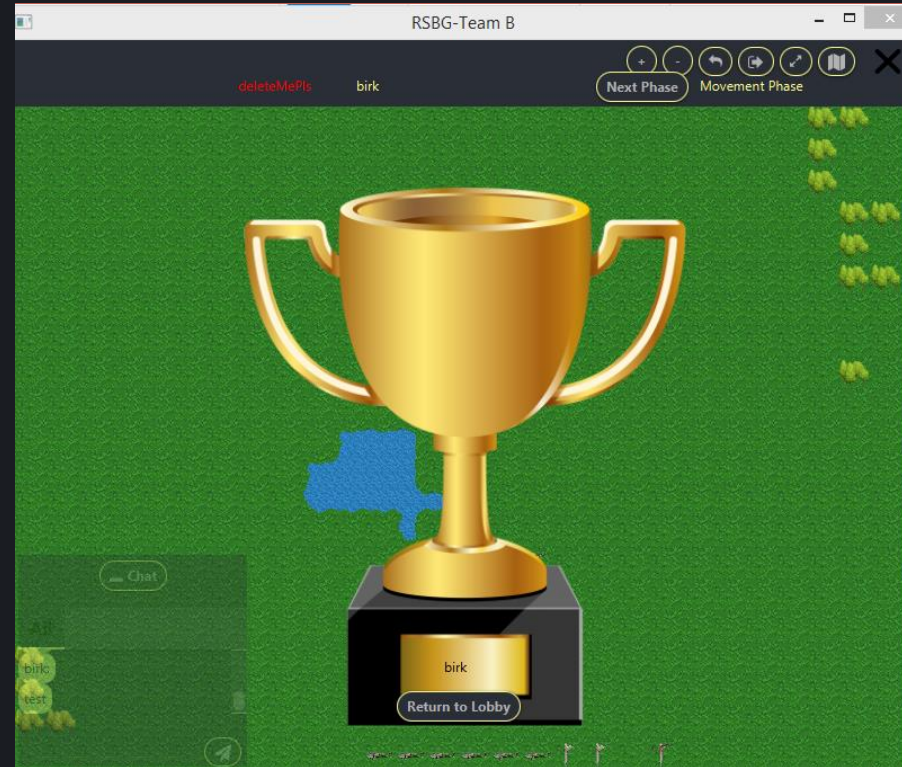
Implementation: Move / Attack












Mockup: Victory



Implementation: Victory



Coverage

src/main/java		78,6 %	9.818	2.668	12.486
▸ de.uniks.se1ss19teamb.rbsg.ui		75,4 %	3.870	1.266	5.136
▸ de.uniks.se1ss19teamb.rbsg.features		26,9 %	261	711	972
▸ de.uniks.se1ss19teamb.rbsg.util		74,9 %	887	298	1.185
▸ de.uniks.se1ss19teamb.rbsg.request		88,4 %	1.079	141	1.220
▸ de.uniks.se1ss19teamb.rbsg.sockets		93,7 %	1.587	107	1.694
▸ de.uniks.se1ss19teamb.rbsg.model		86,3 %	321	51	372
▸ de.uniks.se1ss19teamb.rbsg.chat		82,2 %	129	28	157
▸ de.uniks.se1ss19teamb.rbsg.crypto		83,1 %	138	28	166
▸ de.uniks.se1ss19teamb.rbsg.model.ingame		70,6 %	36	15	51
▸ de.uniks.se1ss19teamb.rbsg.sound		95,9 %	301	13	314
▸ de.uniks.se1ss19teamb.rbsg		86,7 %	39	6	45
▸ de.uniks.se1ss19teamb.rbsg.textures		99,6 %	1.043	4	1.047
▸ de.uniks.se1ss19teamb.rbsg.model.tiles		100,0 %	127	0	127

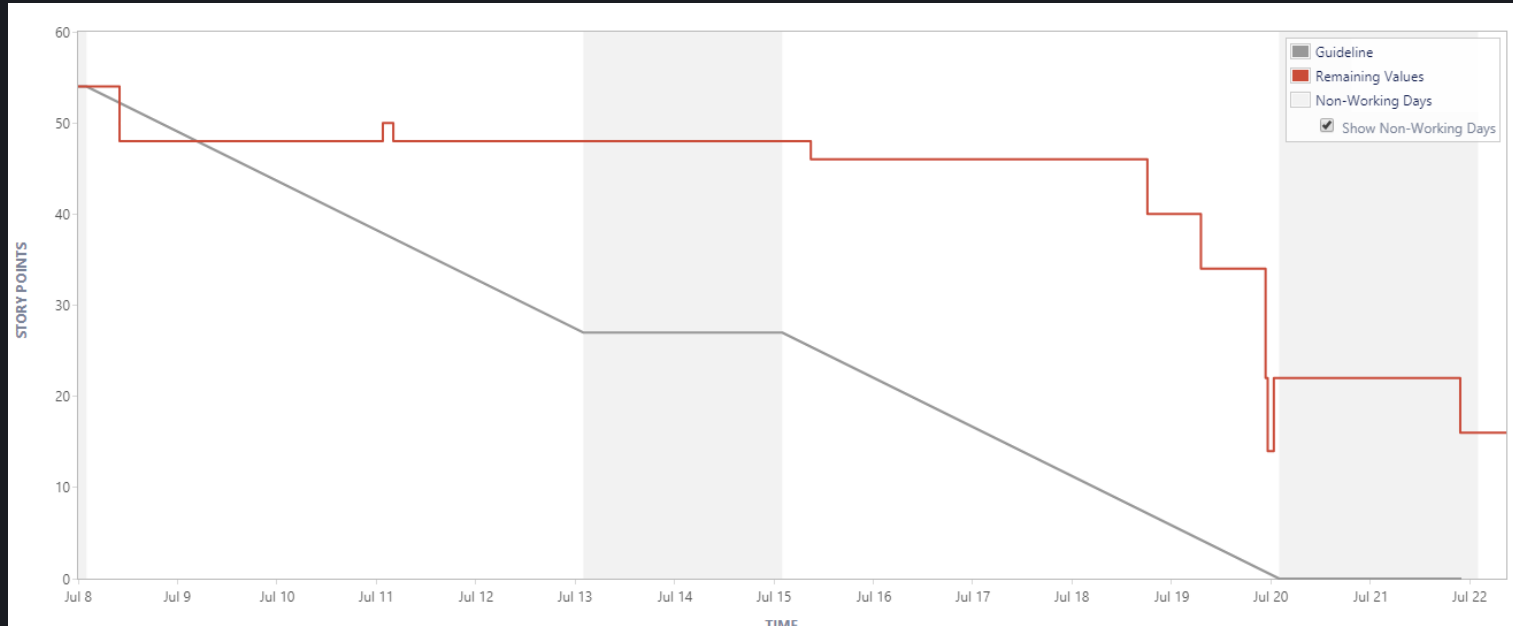
Projektablauf

Manpower & Aufgabenverteilung

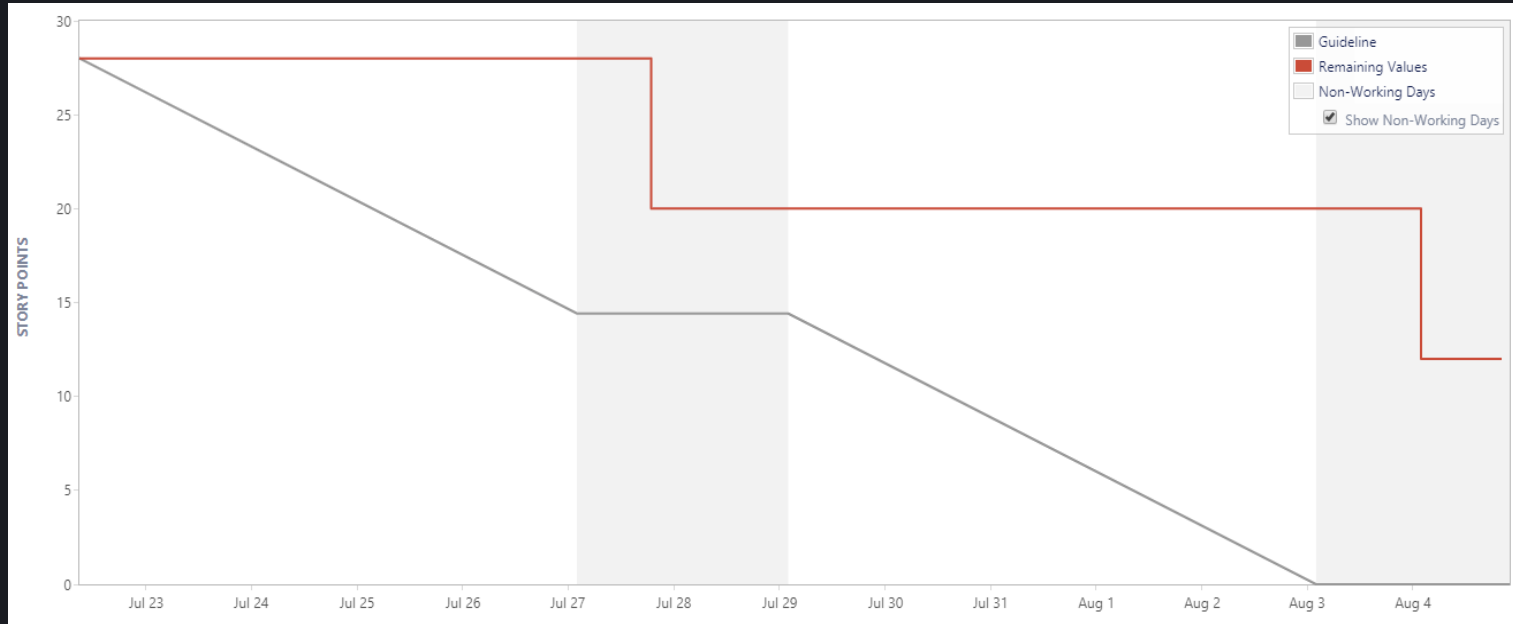
Code-Dependencies

Codequalität & Stabilität

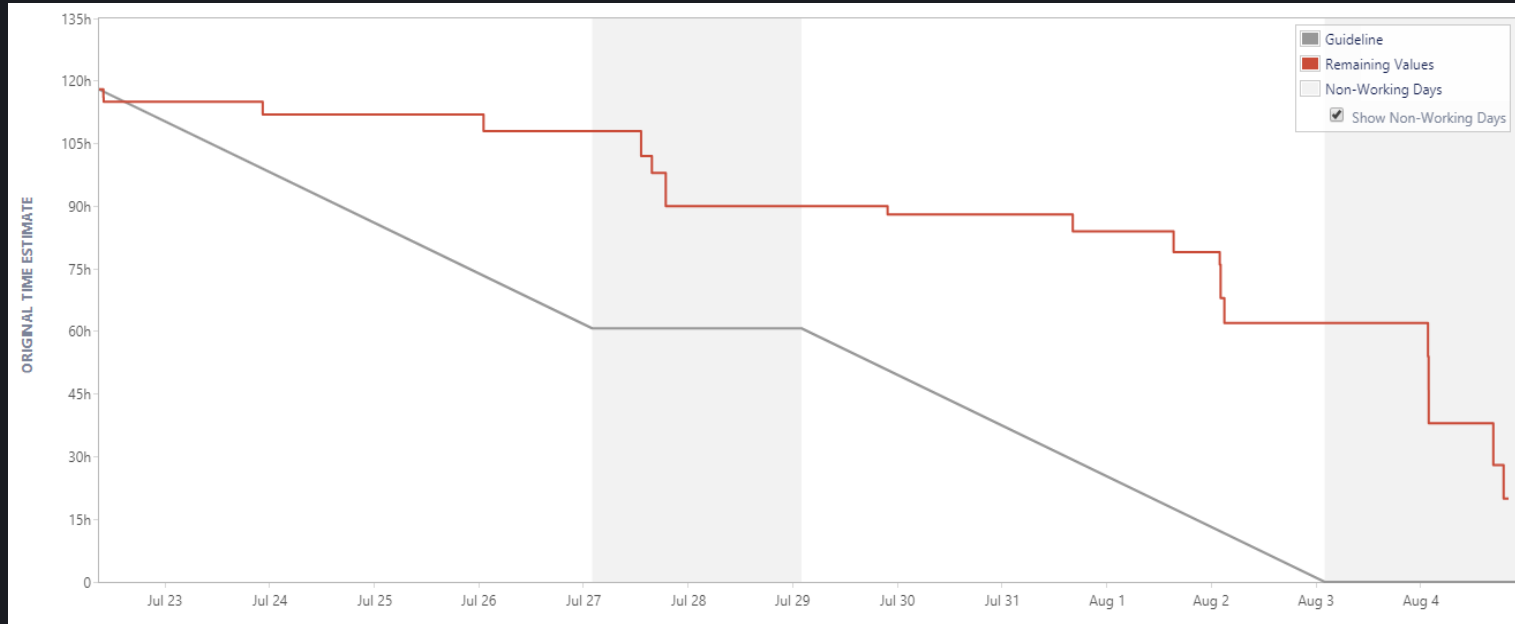
Burndown – Sprint 5



Burndown – Sprint 6



Burndown – Sprint 6



Live Demo