Final Report for Fantasy Tower Defense

Group VC\_B\_4

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| **Version** | **Date** | **Author** | **Change** |
| 0.1 | 12/02/07 | SM | Initial Document |
| 0.2 | 12/04/17 | JL | Made my part and the common things. |
| 0.3 | 12/06/17 | JC | Added reflection on my part |
| 0.4 | 12/08/17 | JW | Filled out my one page reflection |
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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, framework demo, test plan, and finally the demo. What would you do different if you were assigned the same team and the same project again?

Each team member is to record his/her thoughts on a separate page. Thanks!

FOCUS ON LESSONS RELATED TO

1. Working in a TEAM
2. Software Development processes
3. Technical Issues

# Team Member 1: Jeremy Chee

## What went Wrong

### Unable to implement other game modes (2 vs 2 & 1 vs Many) due to time constraint.

### Multiplayer gameplay occasionally unstable.

### Took me hours in debugging the PHP files.

### Was hoping to make the UI of the leaderboard more visually appealing.

## What went RiGHT

### A fully functional admin menu where the admin can monitor and punish bad maps and players accordingly.

### Functional leaderboard that retrieves player status based on different criteria like most game played, etc.

### Managed to get 80% of the game working.

### Great team collaboration

## Lessons learnt

#### PHP and Android Studio

* Proper time management in accomplishing assigned tasks
* Different design module.
* Collaborated as a team in completing the software.

# Team Member 2: Alex Nicklaus

## What went Wrong

### I could have done more work

### There were some initial issues with networking

### A lot of my initial testing was done on the emulators rather than using test cases

## What went RiGHT

### We were able to implement a fully functional game that had all of necessary components needed for a large multiplayer game like community management, reporting, friend requests, and matchmaking

### I found a good tutorial to start with which kickstarted the game development

### Team worked really well with each other

## Lessons learnt

### Android phones have developer functionality to test apps on a physical device

### When working on large projects with a team you can’t possibly know how everything works and you have to get used to that

### Watch out for code coupling and other dependencies as the easily sneak themselves into the code

### Planning a modular codeset before coding is vital for watching progress, keeping everyone building the same project, and making sure code works with eachother

# Team Member 3: Joe Ward

## What went Wrong

* Didn’t manage to add all the intended features due to time constraints.
* As time began to ran out code quality declined a lot
* I didn’t do enough work at the beginning of the semester so I was in catchup mode the rest of the semester
* Didn’t do enough testing.
* I generally only made commits when my code was fully complete so my teammates couldn’t see what I was working on or help out much if they wanted to.

## What went RiGHT

* Was able to implement the majority of the intended features.
* All group member got along.
* All members attended meeting regularly.
* The project was a success and I came out of it with some valuable experience.

## Lessons learnt

* I learned a lot about android development
* I learned how to use git and I now have a much better understanding of how it actually works.
* I learned how to work as part of a team.
* Start coding projects earlier and build a good foundation to build off of.
* Document code as you write it instead of waiting and having to go back and figure it out.
* Identify areas where design patterns can simplify a part of the project and implement them early.
* Learned how to start out with a big idea and build a project that actualizes that idea.
* Use branches and commit often.
* Don’t be afraid to refactor old code and use regression testing.

# Team Member 4: Johan Lanzrein

## What went Wrong

* We didn’t manage to get all the things we had initially planned to do. Hence the application is not 100% complete.
* It took me lots of time to debug on Android. Especially the parts related to the graphical part
* I wasn’t that enthusiastic about making a game.

## What went RiGHT

* All other functionality where implemented.
* Learned a lot about time management and how to work in a team.
* It was fun to code a server.
* The team had a good collaboration
* Everyone contributed

## 

## Lessons learnt

* PHP and Android
* Teamwork and how to collaborate in a team.
* Work with the strength of the others.
* Time management thorough a long project