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TAC-COM

Introduction

- ⦿ A simple turn based combat game.
- ⦿ Original concept for 6 on 6 combat
- ⦿ Can support abilities damage and health damage

Requirements

- ⦿ Graphical User Interface
- ⦿ Works with English and German
- ⦿ Test Driven Development
- ⦿ Strict configuration management plan

TDD and Lessons Learned

- ⦿ Useful for large scale projects with a team.
- ⦿ Complex projects on solo scale.
- ⦿ Commenting tests to increase clarity

Metrics

- ⦿ Lines of code
- ⦿ Percent of methods with a comment
- ⦿ Cyclomatic complexity
- ⦿ Maintainability index
- ⦿ Class coupling
- ⦿ Percent of tests passed
- ⦿ Depth of Inheritance

Tracked Metrics

- ⦿ Lines of code increased
- ⦿ Percent of methods with comments increased
- ⦿ Maintainability decreased
- ⦿ Complexity increased
- ⦿ Class coupling increased
- ⦿ Percent of tests passed increased
- ⦿ Depth of inheritance stayed the same

Demonstration