



Word Scramble App

Georgia Institute of Technology
CS6300 Software Development Process
Fall 2017
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Source code sharing subject to Georgia Tech Honor Code restriction.
Available for private viewing upon request.

The background of the slide features a close-up, slightly blurred image of various colorful wooden blocks. These blocks, in shades of red, purple, green, and pink, are arranged in a way that suggests they are part of a larger structure or game, possibly a word-building game. The blocks are set against a light, neutral background, and their edges are soft, giving the image a warm, tactile feel.

Overview

- Developed a word scramble app as a team using software engineering practices. The team consists of four graduate students in computer science at Georgia Tech.
- Personal contribution:
 - 35% of the back-end code
 - 65% of the front-end code
 - 20% of the test cases
 - Generation of UI designs

Tools Used

- Google Docs – collaboration, planning, and organization.
- Google Hangout – daily meeting.
- Github – collaboration and version control.
- Lucidchart – UML diagram generation.
- Fluid UI – UI design and mockup generation.
- Android Studio – development.



Project Milestones

Planning

Tools:

- Google Docs
- Google Hangout

Requirement Analysis

Tools:

- Google Docs
- Google Hangout

Design/UML Diagram

Tools:

- Lucidchart
- Fluid UI
- Google Hangout

Implementation

Tools:

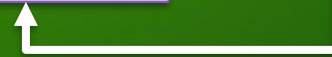
- Android Studio
- Github
- Google Hangout

Testing

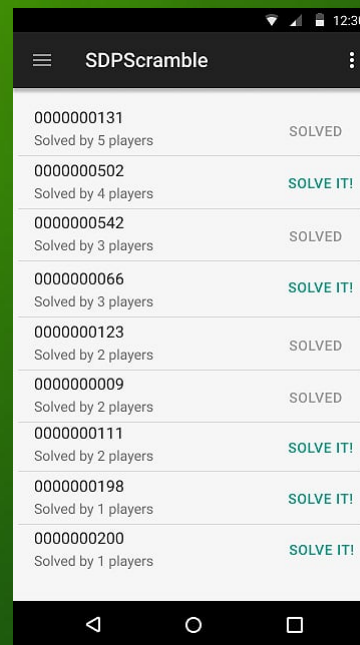
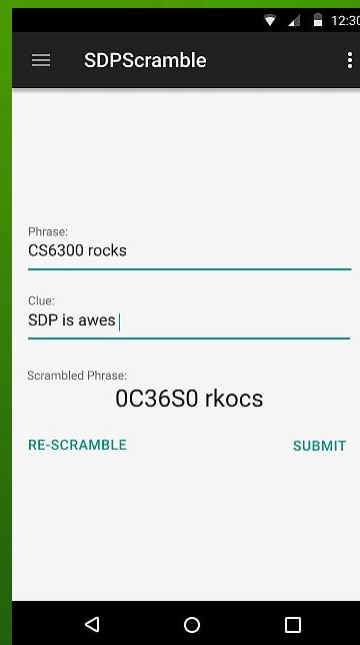
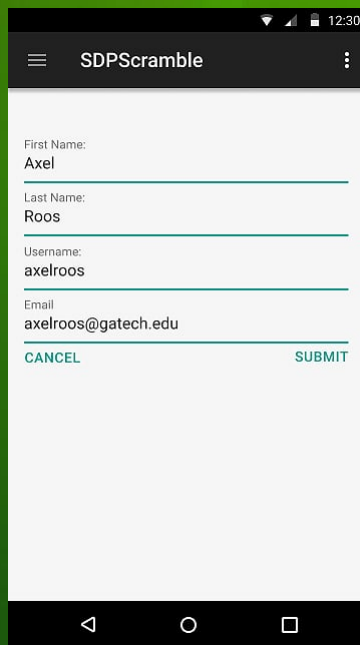
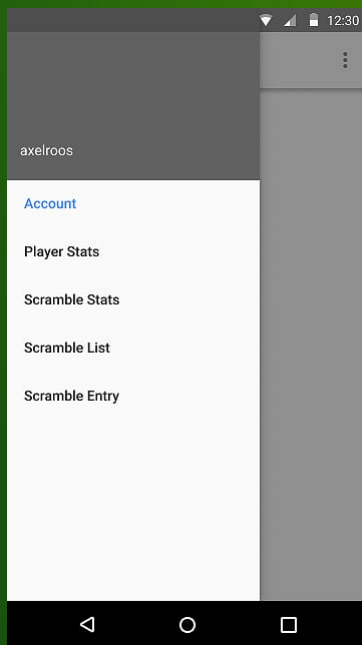
Tools:

- Google Hangout

Deployment



User Interface As Designed



Final Deliverable

