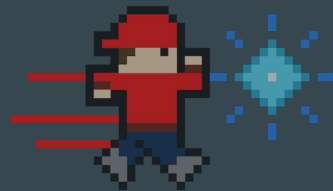


A pixelated character with a red body and black outline is positioned in the center. To its right is a cluster of blue and teal pixelated squares. Below the character are three small circles in red, grey, and white. Horizontal red bars are visible behind the character and the text.

# ***SNATCH N' GRAB***

Nicolette Goulart, David Pasquale,  
Yadira Valadez, Joseph Sanchez

# Goals



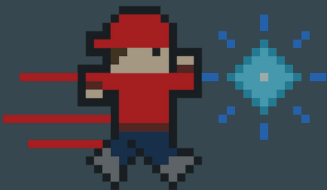
Create an easy to pick up, fast paced game where you compete with your friends to get the high score.

Vision Statement: Bring people together competitively through a mobile game.

Goal: To learn how to create an app in iOS using Swift



# Methodologies



Agile	Pair Programming	Peer Code Reviews	Stand-up Meetings
☆☆☆☆☆	☆☆☆☆☆	☆☆☆☆	☆☆☆☆
		People code very differently	Difficult to coordinate

# Project Tracker: Trello

Useful for staying on schedule, timeline's get messy in lists.



A screenshot of a Trello board titled "Snatch and Grab" with a blue header. The board is organized into six vertical lists: "Written Assignments", "Meetings", "Set-up", "Game Development", "Web Development", and an "Activity" sidebar on the right. Each list contains cards with progress bars, due dates, and labels. The "Set-up" list has four red stars overlaid on its cards. The "Activity" sidebar shows a list of recent actions by "Joseph Sanchez". At the top right, a red notification banner reads "Attempting to restore connection. Changes made now may not be saved." The Windows taskbar is visible at the bottom.



Great version control software, easy to get the new version of the code.

Browser tabs: Mala Beads: Mean, Inbox (1,503) - day, CSCI3104-F15: Nic, Project Part 5 - Go, Project - CSCI-330, jdsanchez93/CSCI-3308/Project, git timeline - Goo, (7) Trello

Address bar: <https://github.com/jdsanchez93/CSCI-3308/tree/master>

Repository: jdsanchez93 / CSCI-3308

Buttons: Unwatch (4), Star (0), Fork (0)

Navigation: Code, Issues (0), Pull requests (0), Wiki, Pulse, Graphs

Repository Stats: 28 commits, 2 branches, 0 releases, 2 contributors

Branch: master | New pull request | New file | Find file | HTTPS | <https://github.com/jdsanchez93/CSCI-3308> | Download ZIP

Latest commit: f9a483b 3 hours ago by prydek

File	Commit Message	Time Ago
Snatch N' Grab	had to restart the project files because it would not run on the comp...	29 days ago
Snatch	fixed bug with hero -NG	3 hours ago
snatchgrab	started django server	14 days ago
ProjectSnatchNGrab_Part1.pdf	added project part 1 pdf	3 months ago
README.md		3 months ago
Snatch_Part3.pdf	3 pdf up	25 days ago
snatch.db	added database for users with some random data	14 days ago

Five red stars are overlaid on the commit history table.

README.md

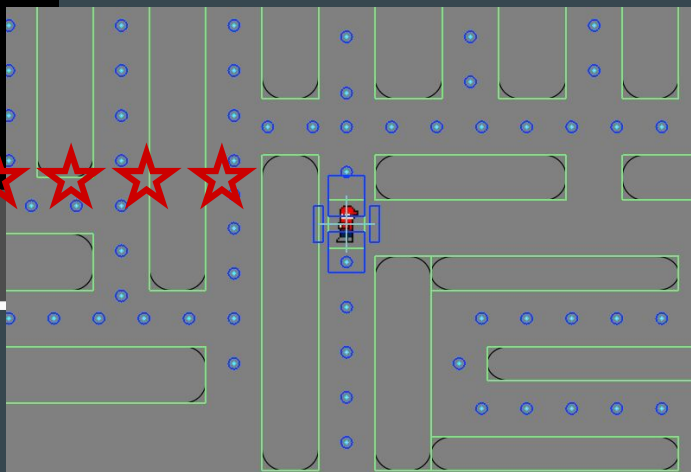
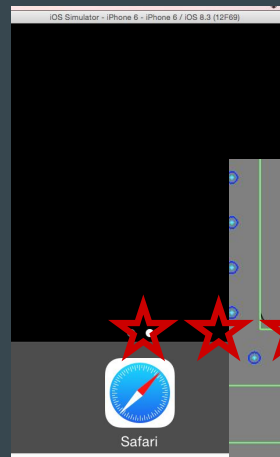
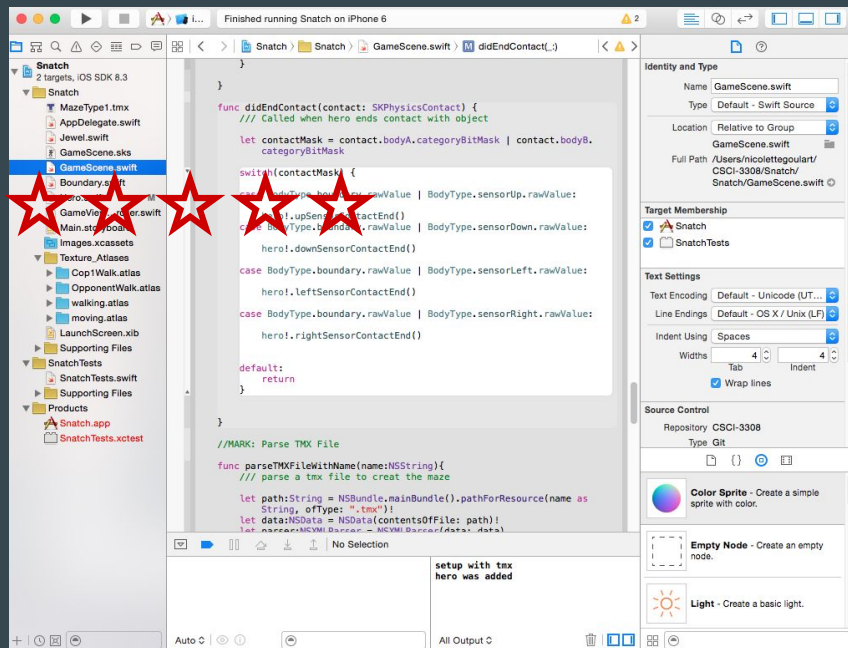
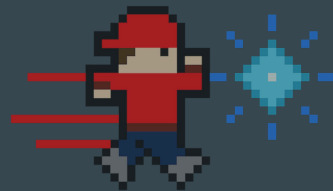
## CSCI-3308

CSCI-3308 Group 5

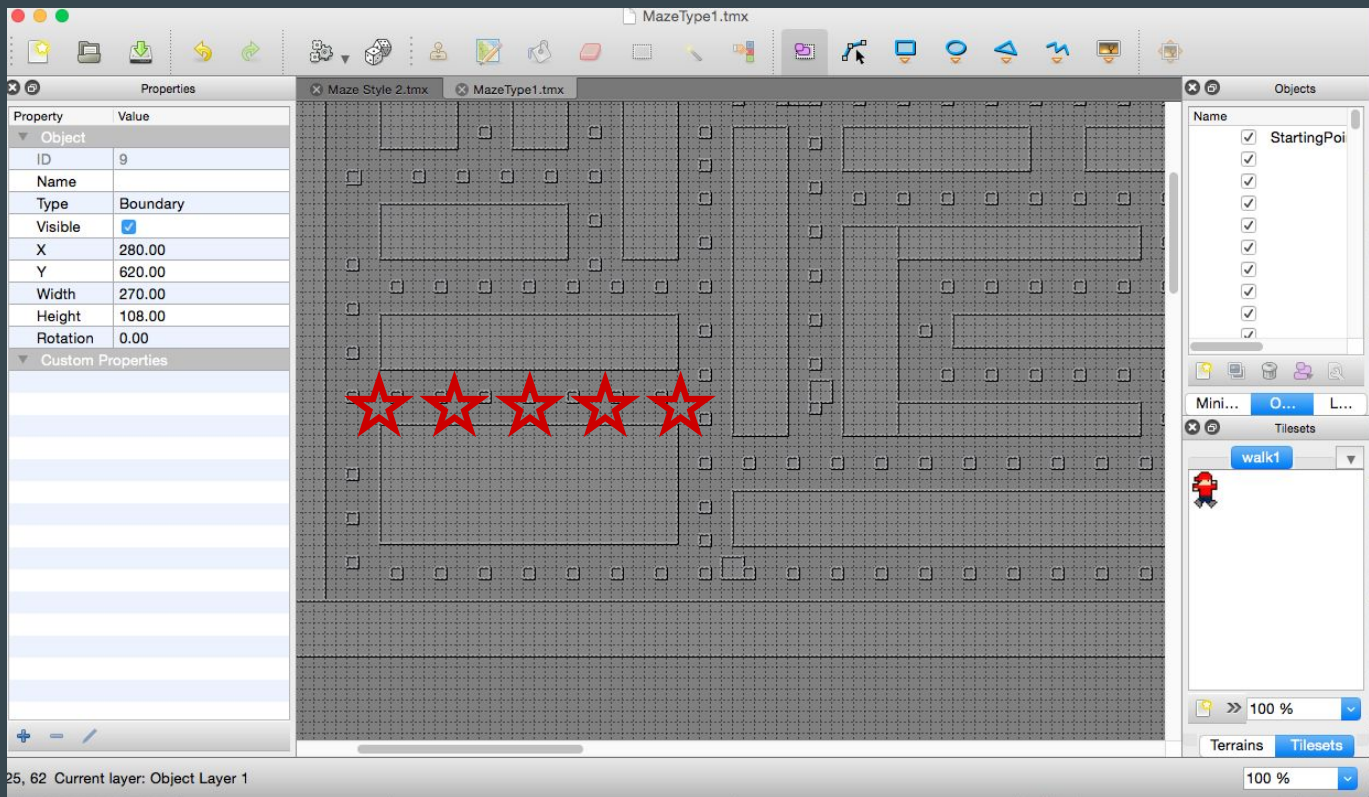
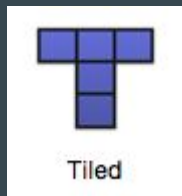
Windows Taskbar: Search the web and Windows, icons for various apps, 65% battery, 1:12 PM 12/11/2015

# IOS DEVELOPMENT ENVIRONMENT

# XCODE



# TILED





# VVDocumenter



```
/**
 * Description
 *
 * @param contents contents description
 * @param typeName typeName description
 * @param outError outError description
 *
 * @return return value description
 */
- (BOOL)loadFromContents:(id)contents ofType:(NSString *)typeName
    error:(NSError **)outError
{
    if ([contents length] > 0) {
        self.noteContent = [[NSString alloc]
            initWithBytes:[contents bytes]
            length:[contents length]
            encoding:NSUTF8StringEncoding];
    }
}
```



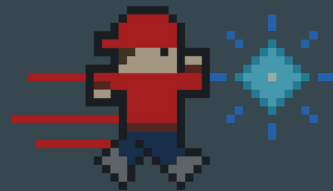
```
static var searchBundle: NSBundle = NSBundle.mainBundle()

/**
 Description
- parameter frames: frames description
- parameter size: size description
- parameter scale: scale description
- parameter bitDepth: bitDepth description
- parameter repeatCount: repeatCount description
- parameter hidden: hidden description
- returns: return value description
*/
init(frames: [Frame], size: CGSize, scale: CGFloat, bitDepth: Int, repeatCount: Int, firstFrameHidden: Bool) {
    self.frames = frames
    self.internalSize = size
    self.scale = scale
    self.bitDepth = bitDepth
    self.repeatCount = repeatCount
    self.firstFrameHidden = firstFrameHidden
}
```

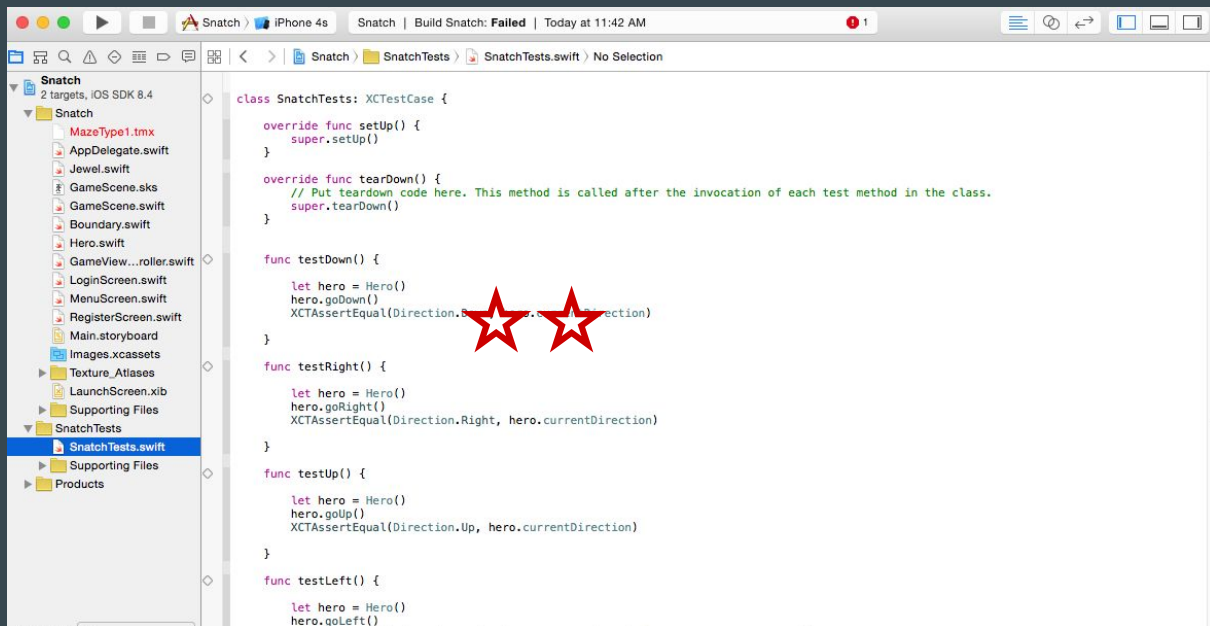
Swift does not support auto-documenting



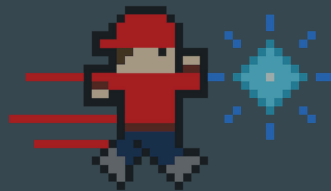
# TESTING



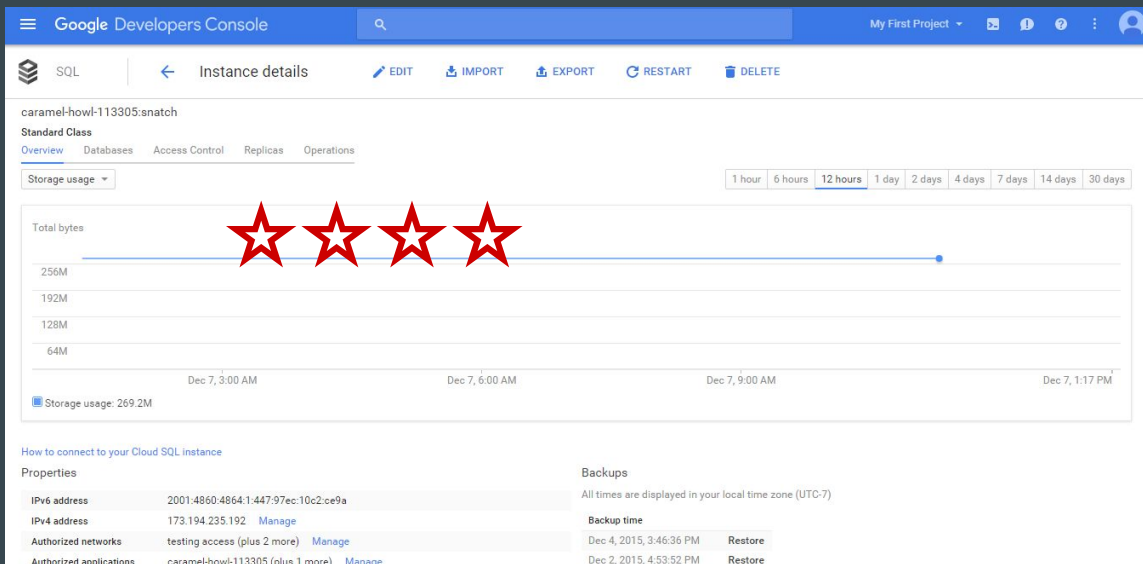
XCode has built in testing: hard to use.



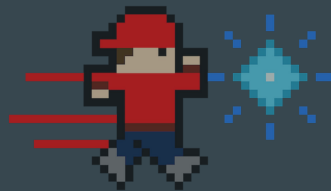
# GOOGLE CLOUD MYSQL



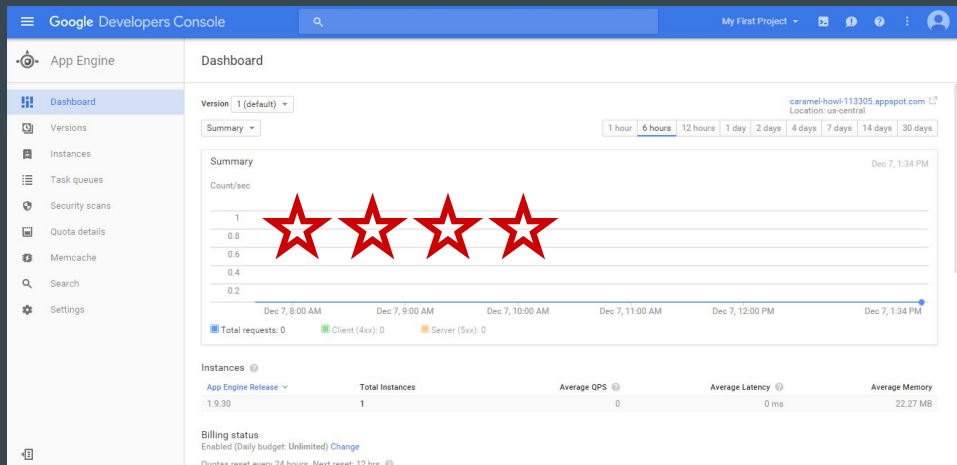
Functional, but difficult to integrate into app



# GOOGLE APP ENGINE



Hosts php scripts that access the database; surprisingly difficult to connect with Google MySQL



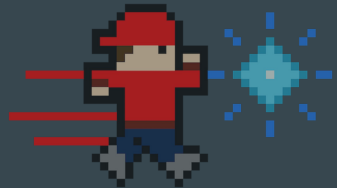
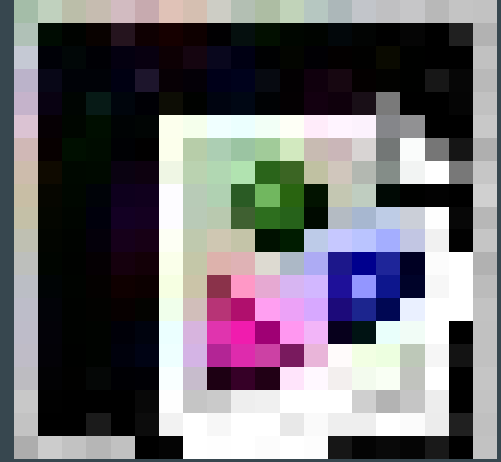
# CHALLENGES

Finding time to meet together; different schedules.

Learning a new language and IDE.

Programming in iOS on Windows computer.

Completing the project in time.



# ***MITIGATION STRATEGIES***



If we were unable to meet in person, used Google Hangouts.

Used online resources to overcome confounding programming tasks.

Pair program to work efficiently and with minimal errors.

Use Trello to ensure tasks were completed in time.





