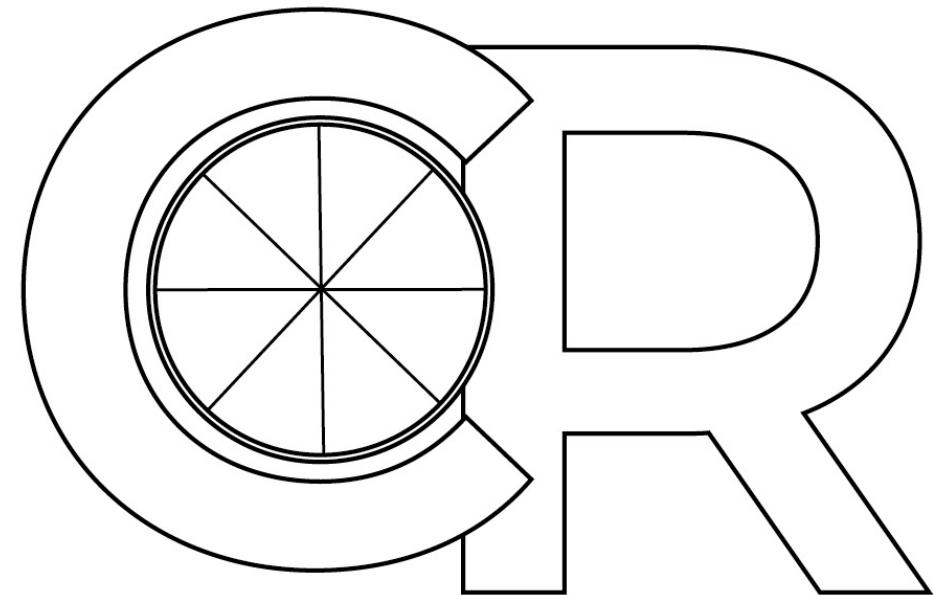


Color Racer

Ein strategisches Rennspiel mit
Farben

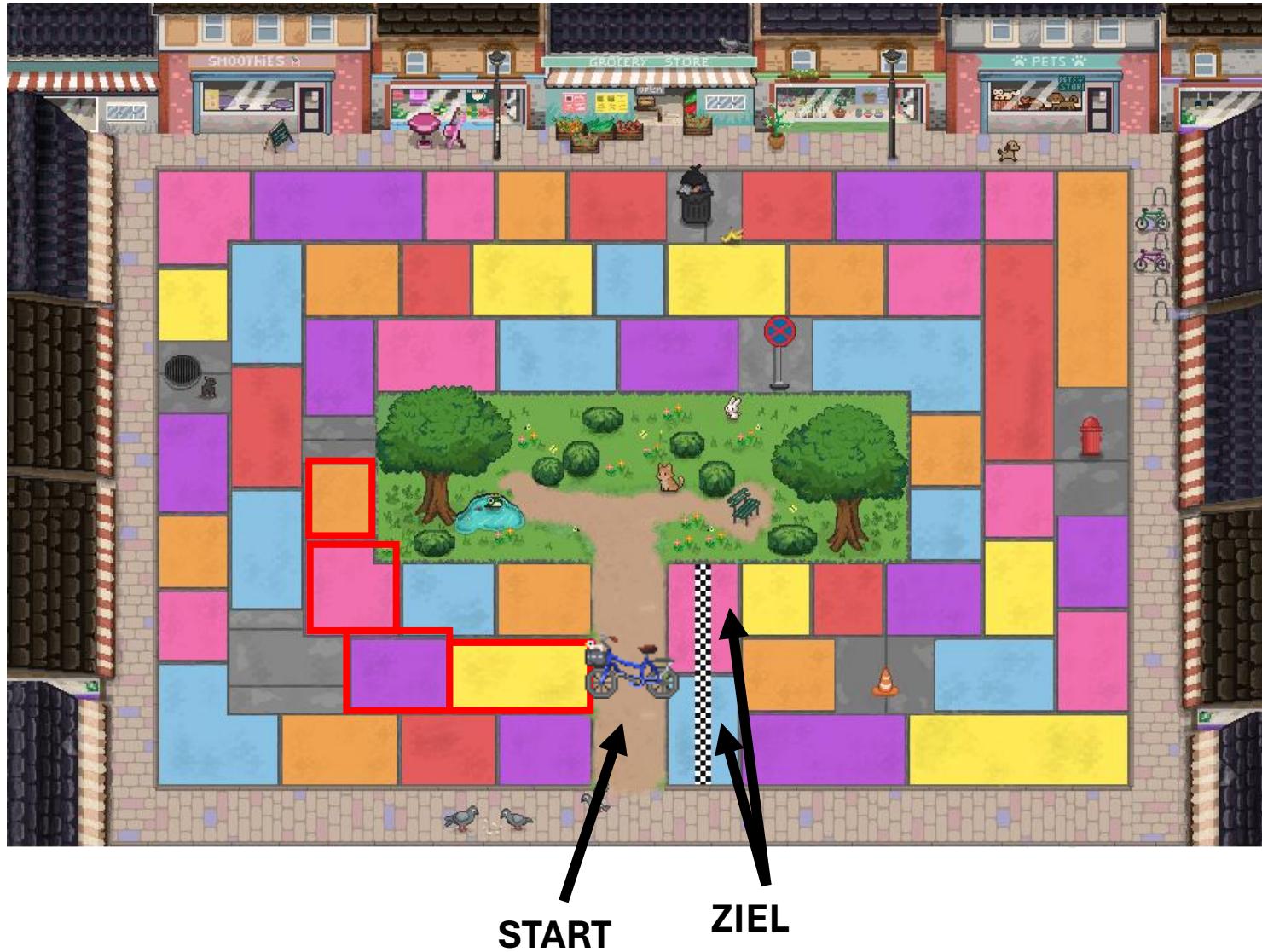
Teamname: Color Racers

Jana Egli, Julia Sauer, Flo Hansen, Ana Svalina





Spielkonzept



Demo ➤

Qualitätssicherung:

- Konzept
- Durchführung
- Resultate

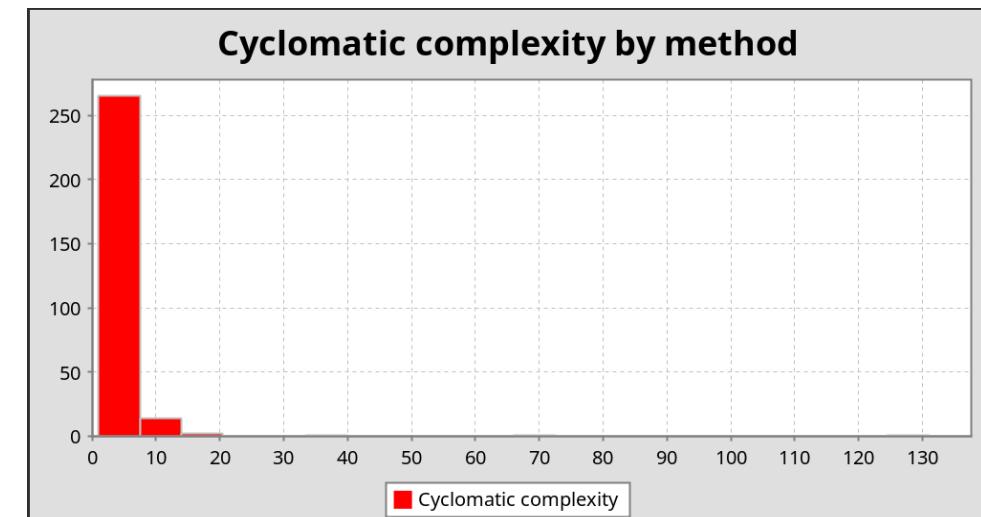
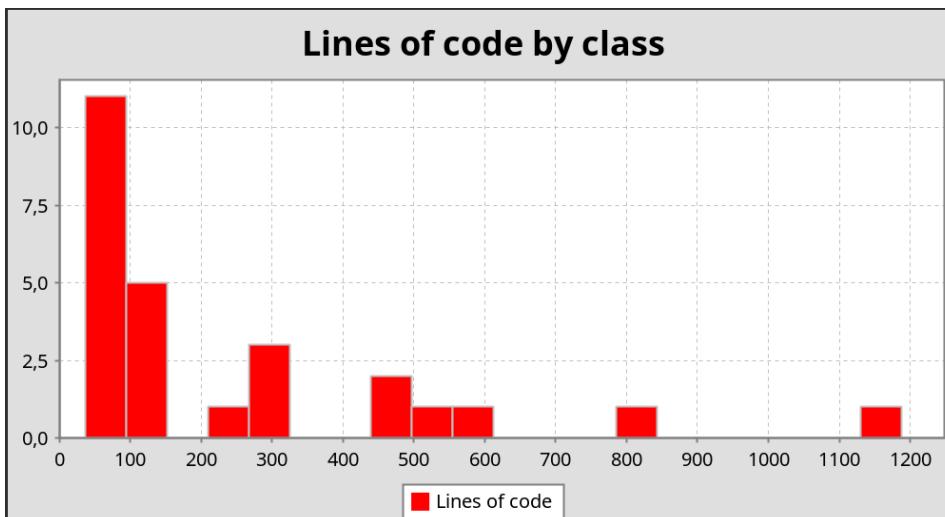
Erkenntnisse:

- JavaDoc
- Pair Programming
- Zyklomatische Komplexität
- Logger

Metrik Messungen:

ColorRacer

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
ch.unibas.dmi.dbis.cs108.gui		0%		0%	219	220	931	932	141	142	8	9
ch.unibas.dmi.dbis.cs108.network		15%		5%	305	326	737	849	73	92	0	5
ch.unibas.dmi.dbis.cs108.server		58%		49%	147	264	386	880	26	97	1	7
ch.unibas.dmi.dbis.cs108.client		27%		2%	45	48	122	166	5	8	0	1
ch.unibas.dmi.dbis.cs108		0%		0%	6	6	21	21	3	3	1	1
ch.unibas.dmi.dbis.cs108.game		100%		96%	2	51	0	177	0	23	0	3
Total	7'977 of 12'120	34%	810 of 1'052	23%	724	915	2'197	3'025	248	365	10	26



Technologien und Hilfsmittel

Libraries:

- Mockito
- Log4j 2

GUI:

- JavaFX Scene
Builder 2.0



PIXILART

Lessons Learned

Projektplan

Bug-Report

Kommunikation = A&O

Logger / Libraries im Allgemeinen

Stück für Stück aufbauen



Fragen?