



Graph Project - Team 5



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What did we make?

- We made a game
- Enemies use a Graph for movement
- Enemies move after the player moves
- Player has to reach a goal without being touched.

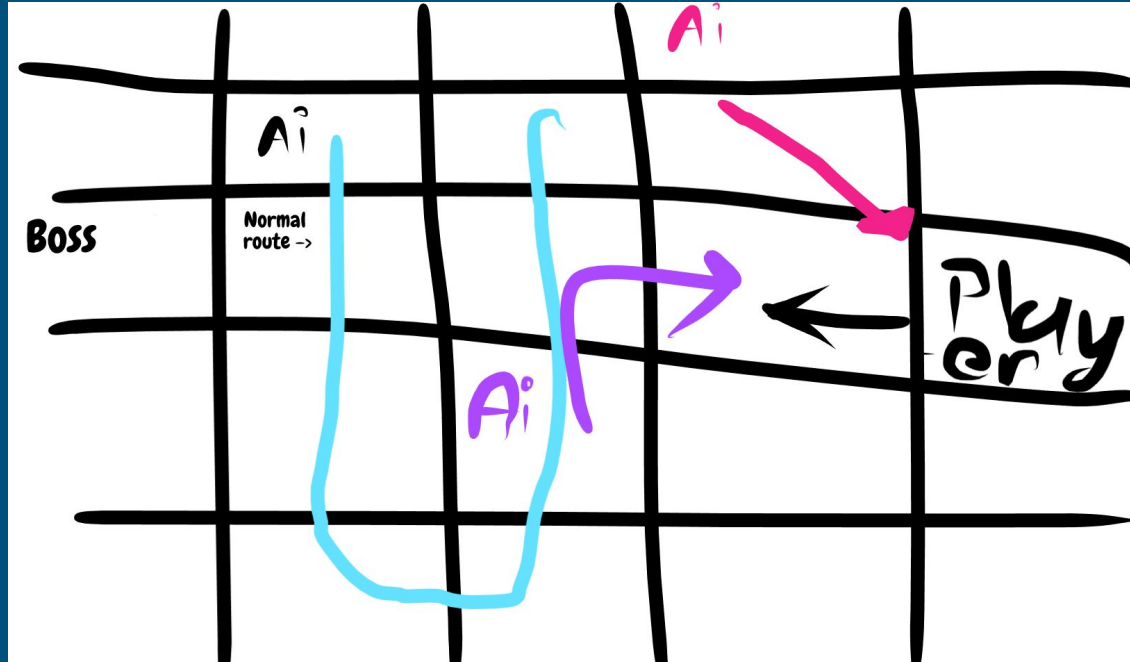
How we practiced Scrum

- We made small goals in our first meeting.
- Split up the workload as evenly as possible.
- Gave feedback and solved problems together.

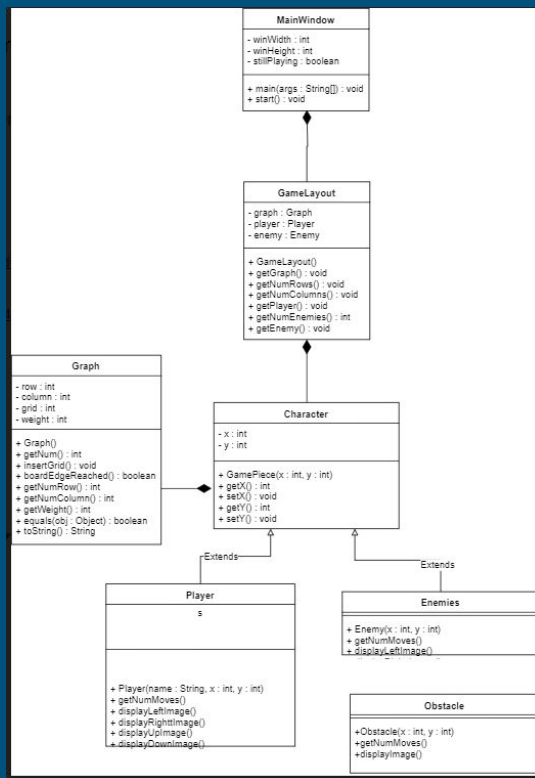
Challenges!

- Little practice making JUnit tests
- Making time during the semester
- Conflicting ideas in implementation

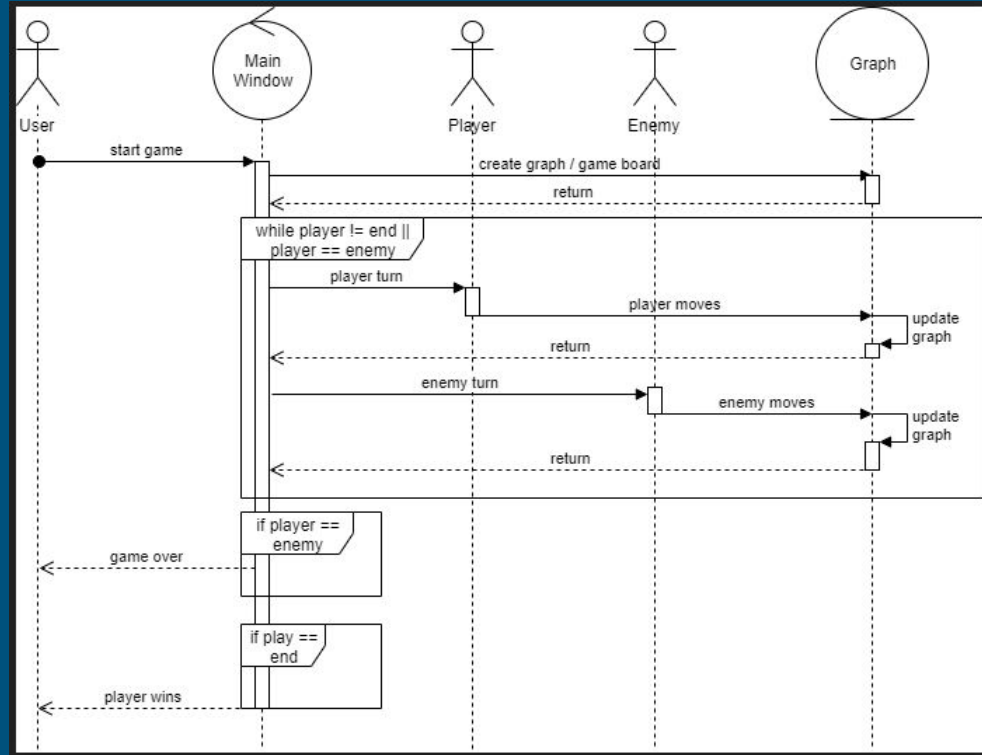
Idea phase



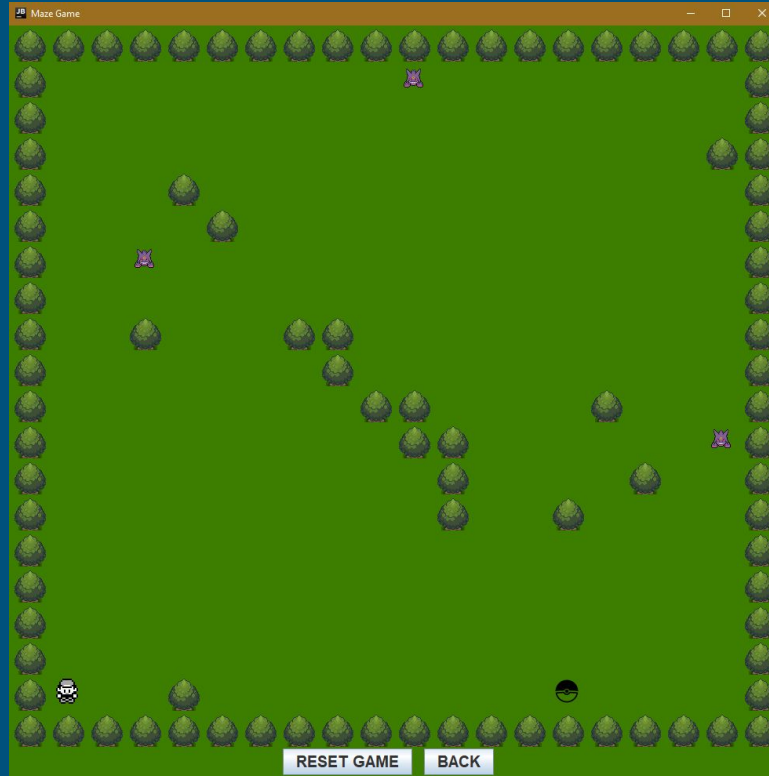
Early UML



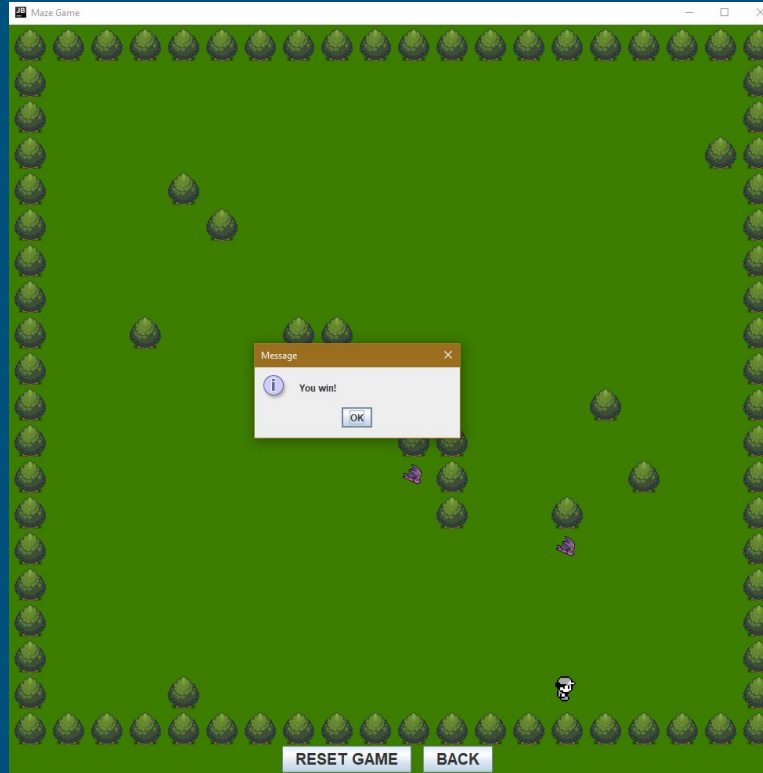
Sequence Diagram



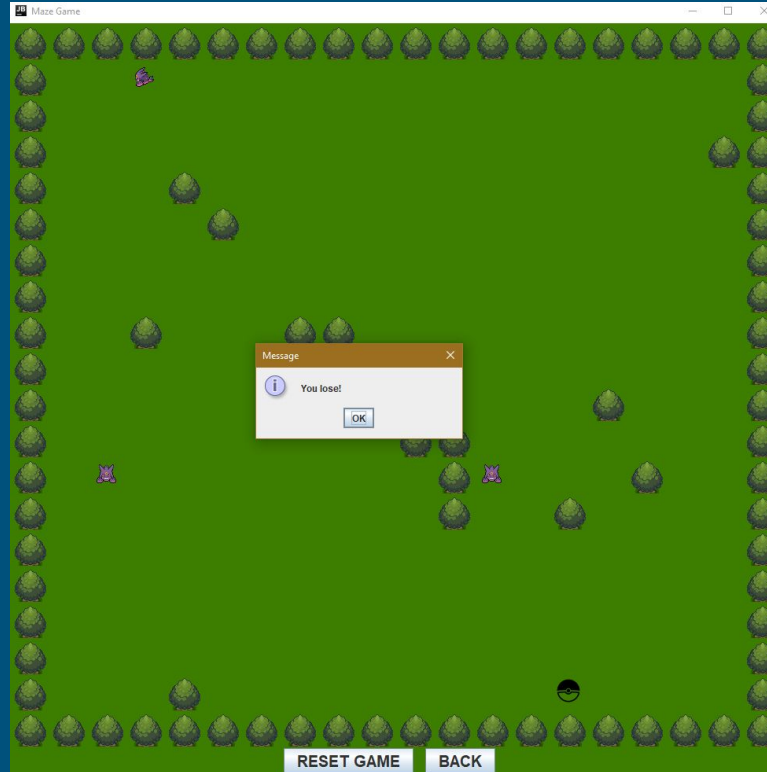
How to play



How to win



Losing



Video of game running

HOW TO PLAY

Use the arrow keys to move the character to the goal mark while avoiding all enemies. Game ends when goal is reached or when you bump into an enemy.

BACK