

```
mirror_mod = modifier_ob.  
set mirror object to mirror.  
mirror_mod.mirror_object  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True
```

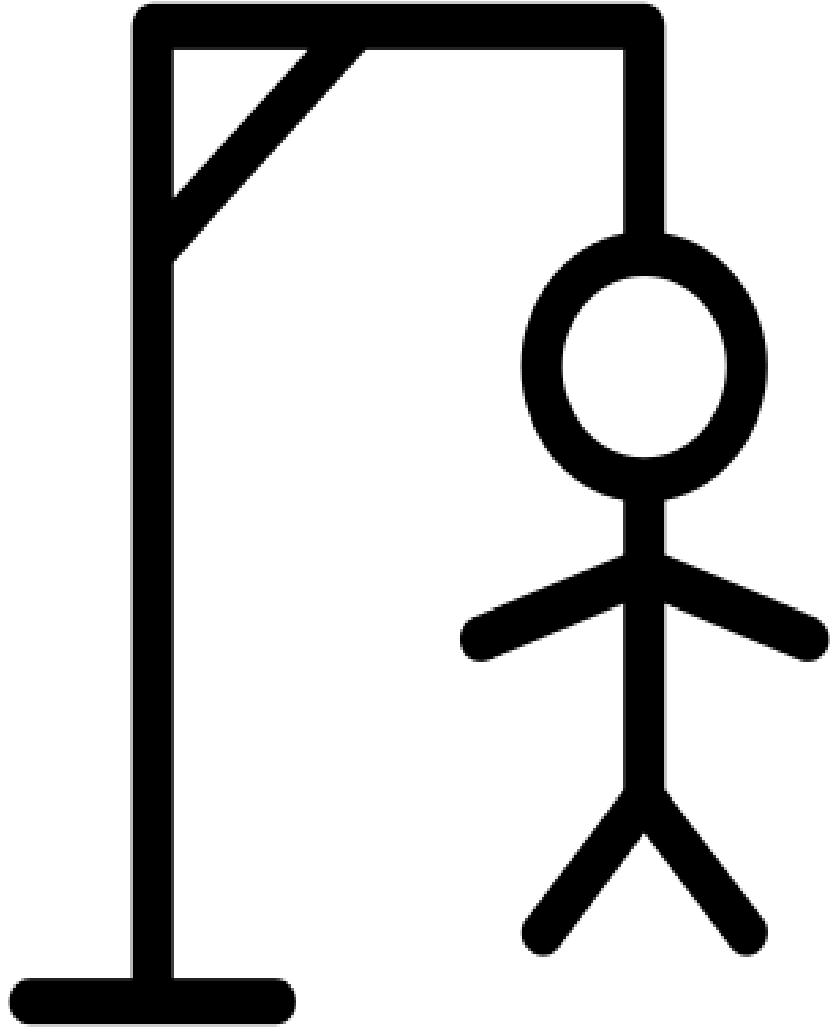
```
selection at the end -add  
mirror_ob.select= 1  
modifier_ob.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob.  
mirror_ob.select = 0  
= bpy.context.selected_object  
data.objects[one.name].select  
print("please select exactly
```

```
-- OPERATOR CLASSES -----
```

```
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"
```

```
context):  
context.active_object is not
```

Spammers



Hangman

PROGRAMMIERMETHODEN UND
WERKZEUGE

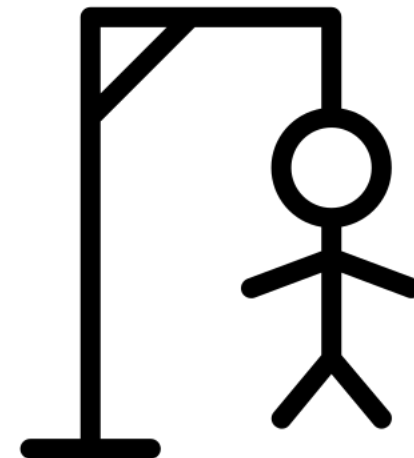
Mertcan Arikaner, Patryk Romanowicz, Samuel Fast

Ideenfindung

- Text Adventure
- Snake
- Schiffe versenken
- Interaktive Lernplattform
- Schach
- Hangman

Der Anfang

Entscheidung für Hangman



Warum Hangman?

bekanntes Spiel

Viele Möglichkeiten zur
Erweiterung des Spiels

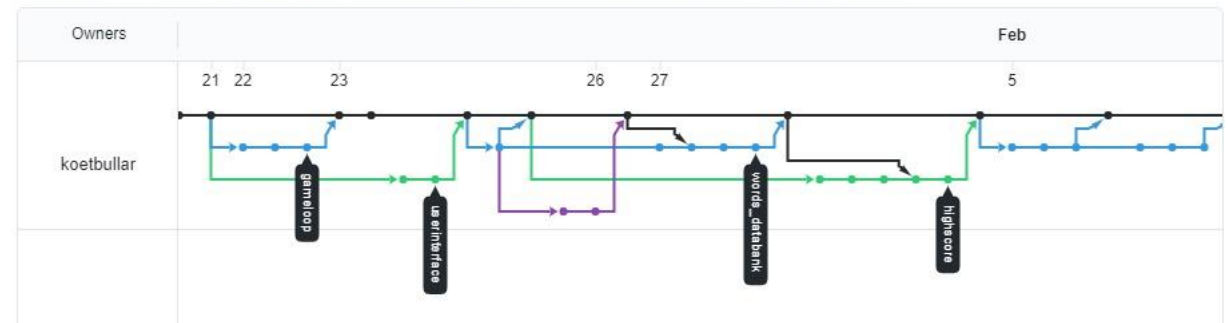
Kindheitserinnerungen/Nostalgi
e

Umsetzbares Niveau

Umsetzung von DevOps und Agile

- Linter in GitHub
- Scrum und Scrumboard
- Feature Branch workflow

Timeline of the most recent commits to this repository and its network ordered by most recently pushed to.



Protect matching branches

☒ Require pull request reviews before merging

When enabled, all commits must be made to a non-protected branch and submitted via a pull request with the required number of approving reviews and no changes requested before it can be merged into a branch that matches this rule.

Required approving reviews: 1

☐ Dismiss stale pull request approvals when new commits are pushed

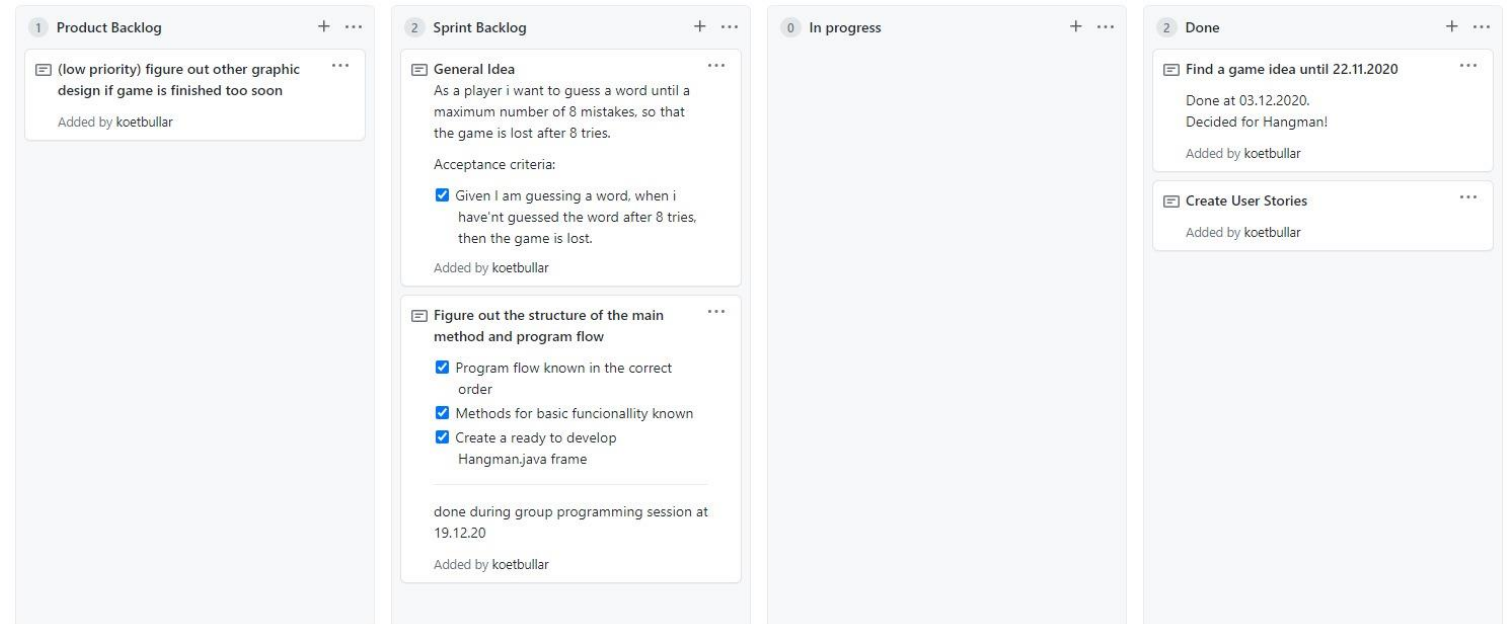
New reviewable commits pushed to a matching branch will dismiss pull request review approvals.

☐ Require review from Code Owners

Require an approved review in pull requests including files with a designated code owner.

Das Fundament aufbauen

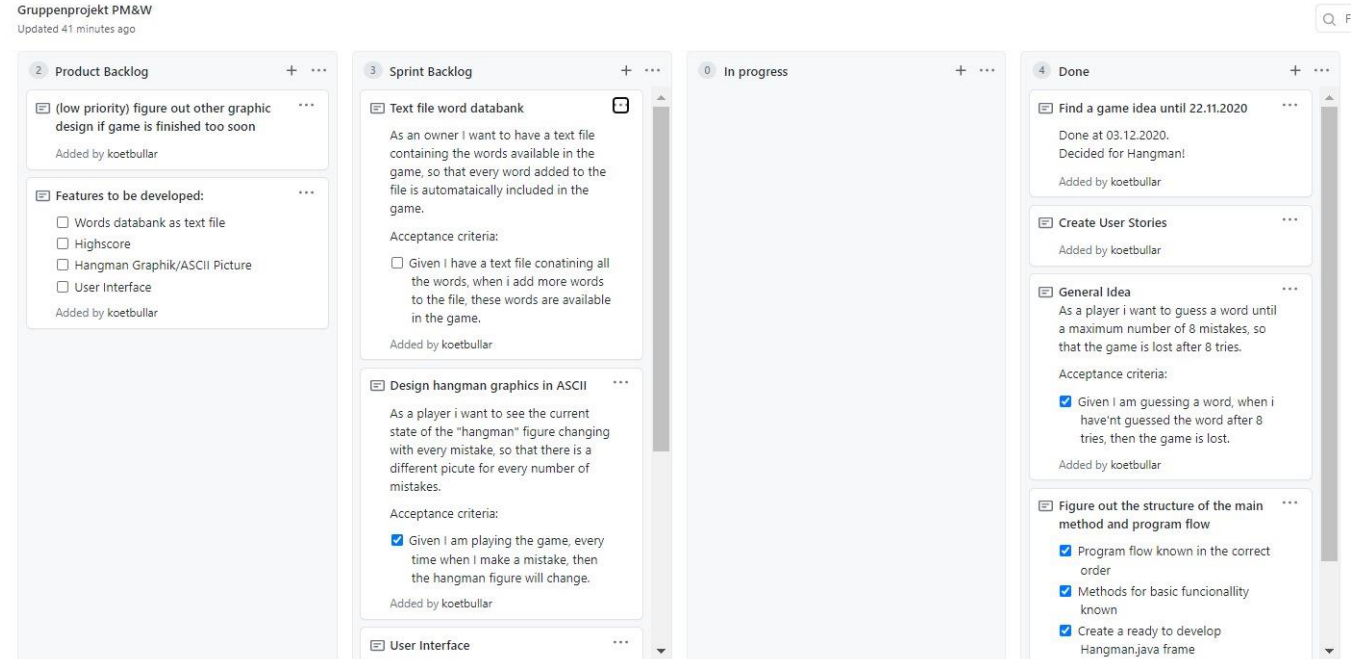
- gemeinsames Programmieren
- fertiges Inkrement
- eine gemeinsame Basis wurde gelegt
- Scrum wurde hier noch nicht wirklich umgesetzt



```
rompa@LAPTOP-BK9JS5CU MINGW64 ~/Studium/Gruppenprojekt/PM-W-Proj
$ java Hangman.java
*****
S
*****
C
*****
O
*****O
l
**llo
a
*aallo
h
*aallo
H
Hallo
Congratulations
```


1.Sprint

- Freiheit bei der Entwicklung (Aufteilung von Aufgaben
- essentielle Features
- neues Inkrement
- Review: “Userinterface nicht geschafft.”



spo**
r

spor*
t

Congratulations

Retrospective

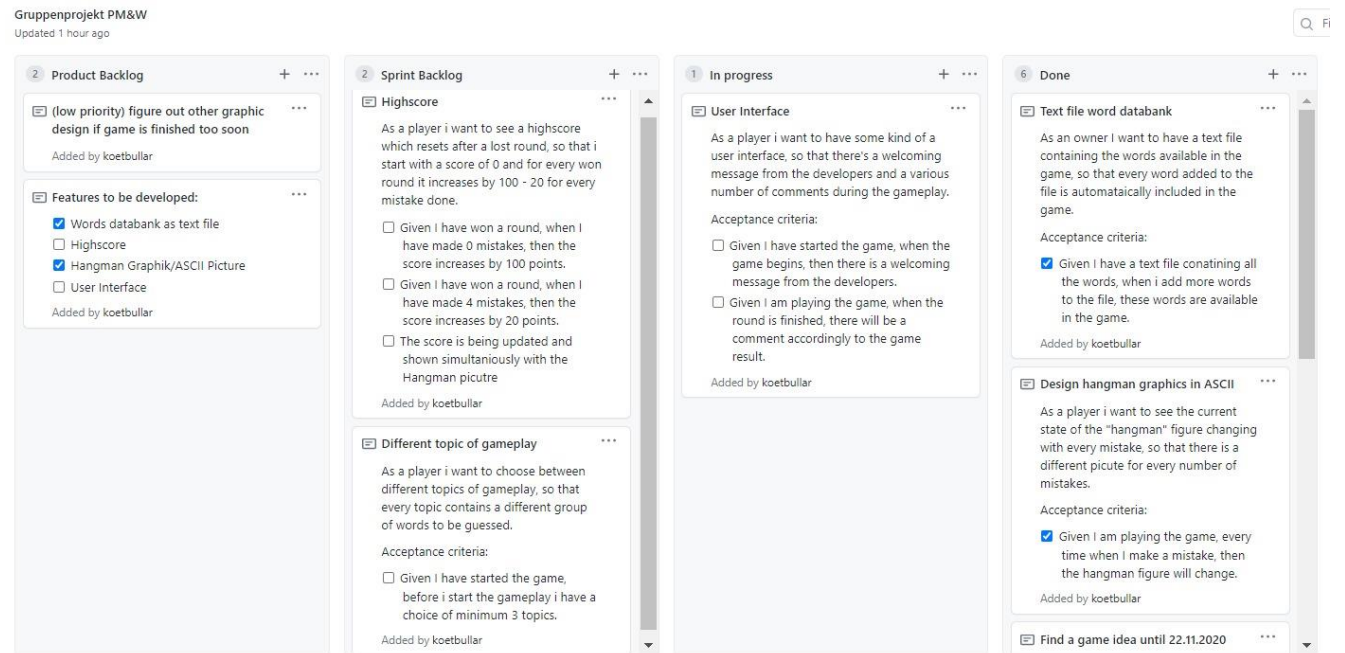
- Winterschlaf
- schlechte Kommunikation



Einsicht der Probleme und bessere Kommunikation

2.Sprint

- weitere Features
- Spiel benutzerfreundlicher machen
- bessere Umsetzung von Scrum
- Review: Highscore und Themengebiete implementiert.



rompa@LAPTOP-BK9JS5CU MINGW64 ~/Studium/Gruppenprojekt/PM-W-Projekt ((c4

\$ java Hangman.java

Willkommen bei Hangman

Sie haben 5 Versuche, das Richtige Wort zu erraten.

Schaffen Sie es nicht, haben Sie verloren!

Wählen Sie jetzt das Themengebiet in dem Sie spielen wollen.

Geben Sie eine der folgenden Zahlen an:

1. Fussballer
2. Historische Personen
3. Skispringer

3

Ihr aktueller Score beträgt: 0

Bitte Tippen Sie einen Buchstaben ein

|/ |

|

|

|

|

|

Retrospective

- deutlich bessere Kommunikation
- besseres Teamwork allgemein(zusätzlich zu den Scrum Meetings Treffen über Discord)
- bessere Stimmung im Team -> Spaß am Projekt



Strategie kann beibehalten werden(evtl. noch mehr Meetings)

3. Sprint

- Bugfixes
- testen von Grenzfällen und Funktionalität
- Letzte Anpassungen und Logo
- Review: Sprintziele geschafft (außer einem Nice to have Feature)

Gruppenprojekt PM&W
Updated 1 hour ago

2 Product Backlog

- (low priority) figure out other graphic design if game is finished too soon
Added by koetbullar
- Nonessential feature ideas:
 - different topic areas for words
 - different languages to choose from
 - approximate time per wordAdded by koetbullar

2 Sprint Backlog

- Not contained attempted letters
As a player i want to see a list of all letters i tried guessing but they were not in the word, so that every round i am shown the updated list of these letters.
Acceptance criteria:
 - ☐ Given I have tried the letter "b" or any other letter, when the word to be guessed doesn't contain that given letter, then this letter will be shown to me before the next try.Added by koetbullar
- Bugfix and final adjustments
 - ☐ Fix Code Style
 - ☐ Create a game logo
 - ☐ Adjust User Interface
 - ☐ Adjust proceedGame MethodAdded by koetbullar

1 In progress

- Highscore
As a player i want to see a highscore which resets after a lost round, so that i start with a score of 0 and for every won round it increases by 100 - 20 for every mistake done.
 - ☒ Given I have won a round, when I have made 0 mistakes, then the score increases by 100 points.
 - ☒ Given I have won a round, when I have made 4 mistakes, then the score increases by 20 points.
 - ☐ The score is being updated and shown simultaneously with the Hangman pictureAdded by koetbullar

9 Done

- Features to be developed:
 - ☒ Words databank as text file
 - ☒ Highscore
 - ☒ Hangman Graphik/ASCII Picture
 - ☒ User InterfaceAdded by koetbullar
- Different topic of gameplay
As a player i want to choose between different topics of gameplay, so that every topic contains a different group of words to be guessed.
Acceptance criteria:
 - ☒ Given I have started the game, before i start the gameplay i have a choice of minimum 3 topics.Added by koetbullar
- User Interface
As a player i want to have some kind of a user interface, so that there's a welcoming message from the developers and a various number of comments during the gameplay.
Acceptance criteria:
 - ☒ Given I have started the game, when

Wortganga

Die Regeln:

- [1] Sie haben 8 Versuche, das Richtige Wort zu erraten.
- [2] Schaffen Sie es nicht, haben Sie verloren!
- [3] Pro Fehler werden 10 Punkte abgezogen von den maximalen 80.

Wählen Sie jetzt das Themengebiet in dem Sie spielen wollen.

Geben Sie eine der folgenden Zahlen an:

- 1. Fussballer
- 2. Historische Personen
- 3. Skispringer
- 4. Laender
- 5. Staedte

Retrospective

- stressiger da man mitten in den Klausurvorbereitungen steckt
- ansonsten wie im 2. Sprint



Präsentationstermin früher wählen und früher anfangen
am Projekt zu arbeiten



```
65 2021-01-27 22:15:10 [ERROR] Error code: 2: Command Output:
66 -----
67 Starting audit...
68 [WARN] /github/workspace/Hangman.java:8:1: Missing a Javadoc comment. [MissingJavadocType]
69 [WARN] /github/workspace/Hangman.java:9:3: Missing a Javadoc comment. [MissingJavadocMethod]
70 [WARN] /github/workspace/Hangman.java:16:3: Missing a Javadoc comment. [MissingJavadocMethod]
71 [WARN] /github/workspace/Hangman.java:48:3: Missing a Javadoc comment. [MissingJavadocMethod]
72 [WARN] /github/workspace/Hangman.java:56:3: Missing a Javadoc comment. [MissingJavadocMethod]
73 [WARN] /github/workspace/Hangman.java:68:3: Missing a Javadoc comment. [MissingJavadocMethod]
74 Error: /github/workspace/Hangman.java:70:5: Distance between variable 'maxErrors' declaration and its
    first usage is 5, but allowed 3. Consider making that variable final if you still need to store its
    value in advance (before method calls that might have side effects on the original value).
    [VariableDeclarationUsageDistance]
75 Error: /github/workspace/Hangman.java:73:5: Distance between variable 'currentStatus' declaration and
    its first usage is 5, but allowed 3. Consider making that variable final if you still need to store its
    value in advance (before method calls that might have side effects on the original value).
    [VariableDeclarationUsageDistance]
76 [WARN] /github/workspace/Hangman.java:98:3: Missing a Javadoc comment. [MissingJavadocMethod]
77 [WARN] /github/workspace/Hangman.java:118:3: Missing a Javadoc comment. [MissingJavadocMethod]
```

Probleme in den Sprints

Welche Probleme gab es?

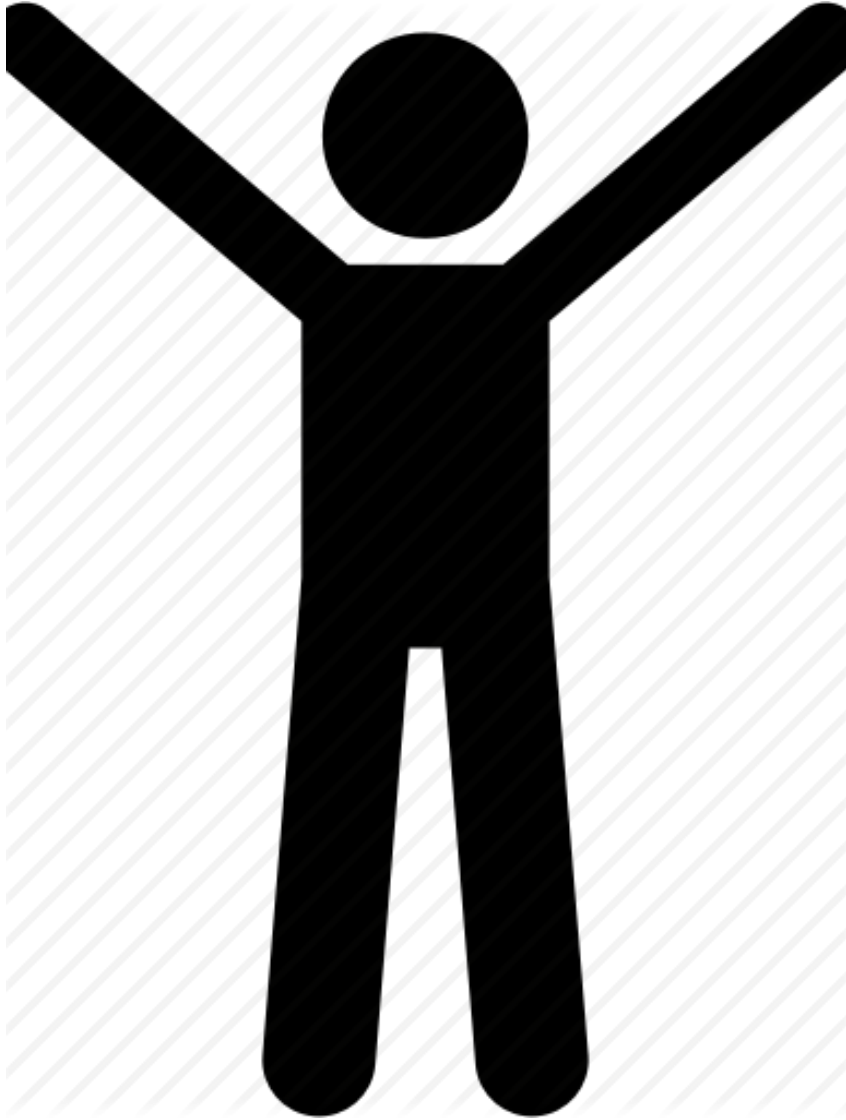
- schlechte/keine Kommunikation am Anfang
- Merge - Konflikte
- Schwierigkeiten beim einsteigen in git
- Codestyle einhalten
- Mangel an programmierpraktischer Erfahrung

Meinung

- „zu viel Freiheit fürs erste Semester“
- „Scrum ist in etwas größeren Teams sicherlich sinnvoller“
- „ Schwierigkeiten beim Einschätzen der Komplexität des Spiel“

Fazit/Was nehme ich mit?

- früher anfangen
- Erste Erfahrungen(GitHub, Scrum, DevOps)
- neue Erkenntnisse in Java



Vielen Dank für Ihre
Aufmerksamkeit!
