TEAM ANCHOVY

teamanchovy.github.com
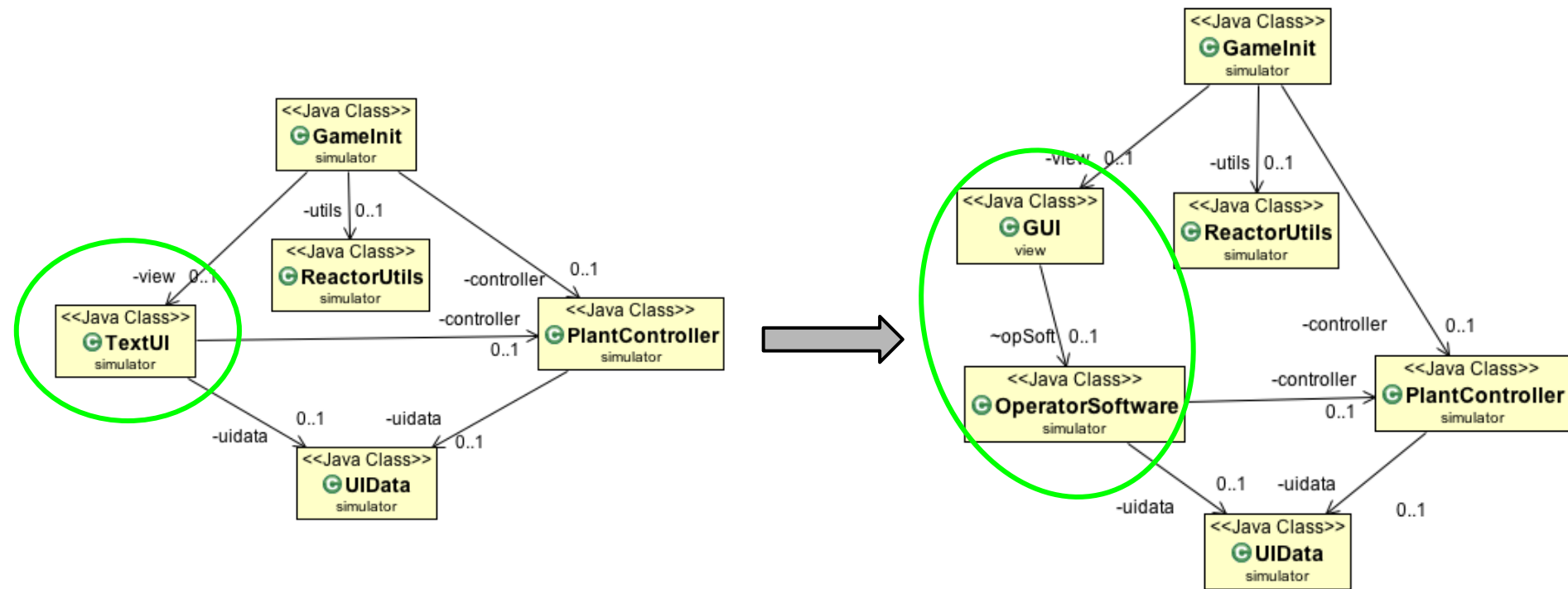
REACTOR++

MINIMAL CHANGES

- Highly Recognisable Code
- Less Opportunity for Bugs
- Retained REACTOR's Flexibility
- Fully MVC Compliant
- Quality Documentation

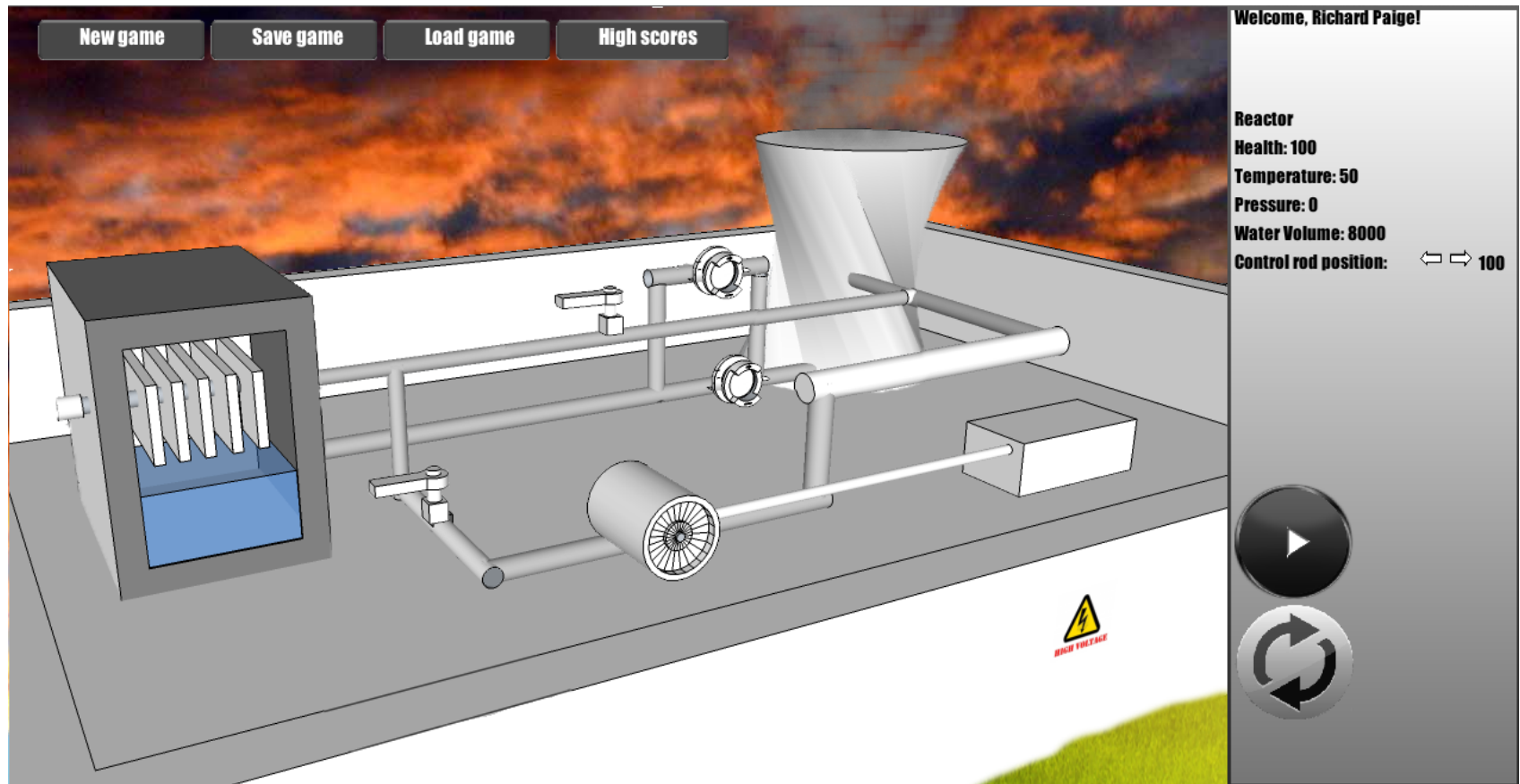# MINIMAL CHANGES

FAMILIAR TECHNOLOGY

We have not used

- External Game Engines
- Bizarre Plugins
- Magic Spells / Ancient Relics / Area 51 Tech

We have used

- Java.AWT
- Photoshop
- Google Sketchup

DECEPTIVELY SIMPLE GUI

DECEPTIVELY SIMPLE GUI

- 3D models made in Google Sketchup then rendered into 2D .pngs
- Distinct images for each component type
- Simply arrange .pngs with Java.AWT into the desired power plant architecture

Result:

Easily expandable display, allowing unrestricted use of REACTOR's original flexible components

INCREMENTAL DESIGN

Agile Development Approach
- Complexity controlled with 4 "Mini Projects"
- 4 x More Regression Testing
- Isolated hard to find bugs during development
- All code built on solid foundations

SUPERLATIVE SAFETY

Testing

- 4 x More Opportunity for Regression Testing
- 53 Additional Unit Tests for Operator Software Alone
- Extensive Dynamic, Acceptance and Stress Testing

Documentation

- Change Documentation, JavaDocs & Wiki
- All Lamprey Assessment 2 Docs Bundled

REACTOR++