Protokoll

Master Trading Card Game

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BIF

SWEN 1

Protokoll of the project

- MasterTradingCardGame -

Development and Learning Evolution

Throughout the project, there were multiple revisions to the class designs to integrate required features or eliminate unused elements. The progression of the project highlighted the need for ongoing modifications to our initial concepts during the development and iteration stages. The server manages incoming queries via a singular TCP socket, serving as a central access point for all requests. It allocates distinct threads for each query, facilitating concurrent and effective processing. This strategy enhances scalability and streamlines server administration by utilizing a unified entry point for requests.

Insights on Unit Testing

The test classes developed include:

- Test_Cards_Perform

- Test_Datenbank_Performance

- Test_Duel_Damage_Performance

- Test_Duel _Performance

- Test_Server_Res_Composer

- Test_Server_Res_Http

The testing phase brought unexpected revelations. Previously, I underestimated the value of testing, believing that robust solutions were adequate and tests unnecessary. The project experience, however, enlightened me about the critical importance of testing as an integral part of the development process.

Estimated hours

For this project I invested 75 hours.

- ✓ Setting up the server and distributing the workload over various threads took 20 hours.
- ✓ Connecting the database and configuring its link to the program consumed 10 hours.
- ✓ About an hour and half was spent on each class in the manager directory, totaling 15 hours for the 10 classes.
- ✓ Debugging and refining the code took an estimated 6 hours.
- ✓ Development of classes in the project directory accounted for 17 hours.
- ✓ Designing and running the tests for the project required 7 hours.

GIT

https://github.com/liviazylja/SWEN