

Experience Report PSE FSS 2025 Group 12 – Jan Philip Walter

As part of our software engineering course, we worked in teams to develop a multiplayer digital version of the board game Splendor. The goal of the project was not only to build a fully functioning application but also to gain hands-on experience with collaborative coding, and project management. This report reflects on my personal contributions to the project, the tasks I worked on, and the key lessons I learned throughout the process.

During the first half of the project, I mainly worked on the frontend together with Noyan. Our goal was to design a functional and user-friendly interface for the game. I started by creating initial UI mockups to visualize the project concept. I then designed and implemented the first FXML files for key screens such as login, registration, and the game lobby. To enable interaction, I developed individual controller classes that handled button actions and basic user inputs.

In the second half of the project, I shifted my focus to the backend, where I supported Leon and Enrico with different tasks: for example, when a card is clicked in the game, its key attributes are now returned. I also implemented a difficulty selection for AI players, allowing users to choose between easy, medium, and hard modes. In addition, I extended the registration form to include an age input field.

Overall, I found the collaboration within our team to be very productive and positive. From the beginning, every team member showed strong commitment and actively contributed to the success of the project. We communicated regularly, helped each other solve problems, and worked closely together to meet our sprint goals. This created a highly supportive and motivating working atmosphere. Lukas did an outstanding job as our Scrum Master.

This project gave me valuable hands-on experience with agile development and cross-functional teamwork. I learned how important clear communication, regular feedback, and mutual support are in a software development project. Technically, I was able to strengthen my skills both in frontend and backend development. At the same time, I gained a deeper understanding of what it takes to work effectively in a collaborative, real-world development environment.