Experience Report PSE FSS 2026 Group 12 – Enrico Naumann

In the module PSE this semester, we had to develop the game Splendor in Java as a group of 6 people. Originally, we were 7 people, but 1 student quit right at the beginning because he wanted to do the module the next year.

Our team consisted of Lukas Ott, Leon Kürsch, Leonardo Melodia, Noyan Morali, and Jan Walter. Lukas was the scrum master and managed the tickets and conducted the sprint planning sessions. He also worked on the REST API and the AI client. Leon was the project owner and coded the game logic. With Lukas, Leonardo developed the REST API and the AI client. Noyan and Jan designed and implemented the UI. I mainly coded the WebSocket communication and the game session management.

We communicated via WhatsApp, Discord, and in real life. Our sprint planning sessions were mostly held via Discord. We also used this tool to do pair programming when we did not sit next to each other. Because we are a friend group who have known each other since the start of our studies, except Jan, the communication was nearly perfect. The only problem was when we miscalculated the time we needed for a certain task and did not tell the teammates early enough about the delay. Additionally, sometimes we forgot to include an important requirement to implement, and thus had to make a lot of changes in a short time.

The challenge for me was getting the basic technology to work. When implementing the WebSockets, I had no problems writing the communication protocol. Problems arose directly at the beginning, where I coded the basic handshake between client and server. I did not know Jakarta Websockets and Tomcat, which we used to run the server. The documentation for both is very scarce. Apparently, no one is running a Tomcat server out of a jar that has WebSocket support, as I could not find good tutorials. I had to code in a trial-and-error style until some solution worked. Code generation through generative AI was a big help. This consumed a lot of time, and I have not learned much. Besides that, the time it took to code and debug was another challenge for me, as I did not anticipate the project to demand so much time. It was difficult to manage my student job, other courses at Uni, and the project.

My key learnings are the following: In the future, I should anticipate way more time for debugging and block time in my calendar because there can be unforeseen, tricky bugs to fix. Moreover, every member must communicate clearly and proactively about everything that is or could be of interest to other teammates. That way, the risk of delays, misunderstandings, and integration difficulties is mitigated. Technically wise I learned much about how to work in a team to develop software with the use of Git. How to write code that others can use and use code that others wrote without always knowing all the details was new to me.

To conclude, I did not enjoy the project as I thought I would. But my expectations were also high, and I was keen on doing the project at the start of the semester. Annoying errors when trying to get technology to run as intended, even though no project specific code was written, impaired my experience. However, my team was great. Everyone brought experience into the project right from the beginning and helped to build a solid game. I would be happy to work in this group again. Moreover, the sole coding and debugging tasks were fun too.