

INF 112
OBLIG 3
GROUP 6

 **//SYNTAX_HIGHLIGHTERS**

TEAM MEMBERS AND ROLES

Who we are and how we worked

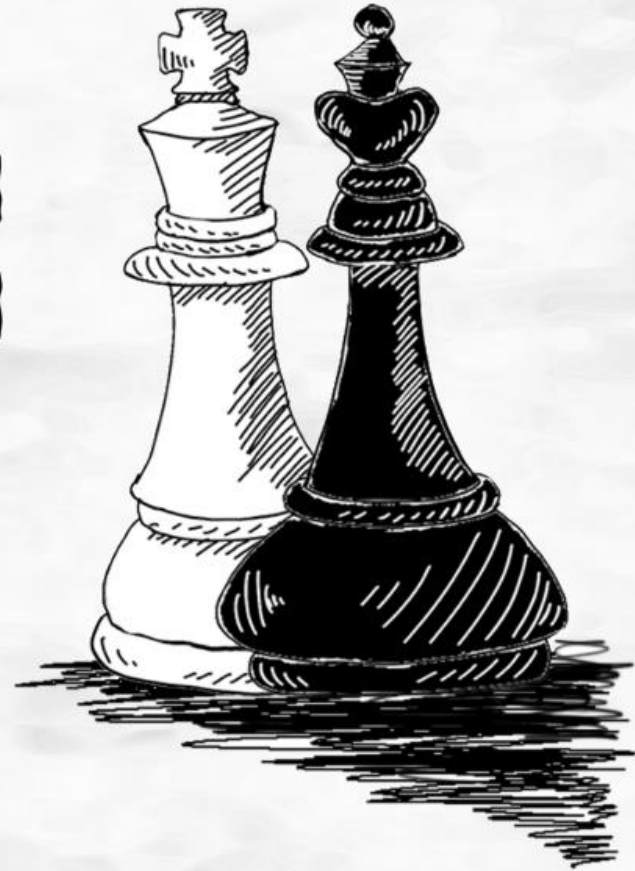
- Sverre – Test manager
- Loc - Graphics
- Benjamin – Coder
- Eirik – Code
- Stian – Meeting lead, AI and Version control
- Vegard – documentation manager
- Robin E – Test manager
- Robin G – GUI

THE GAME

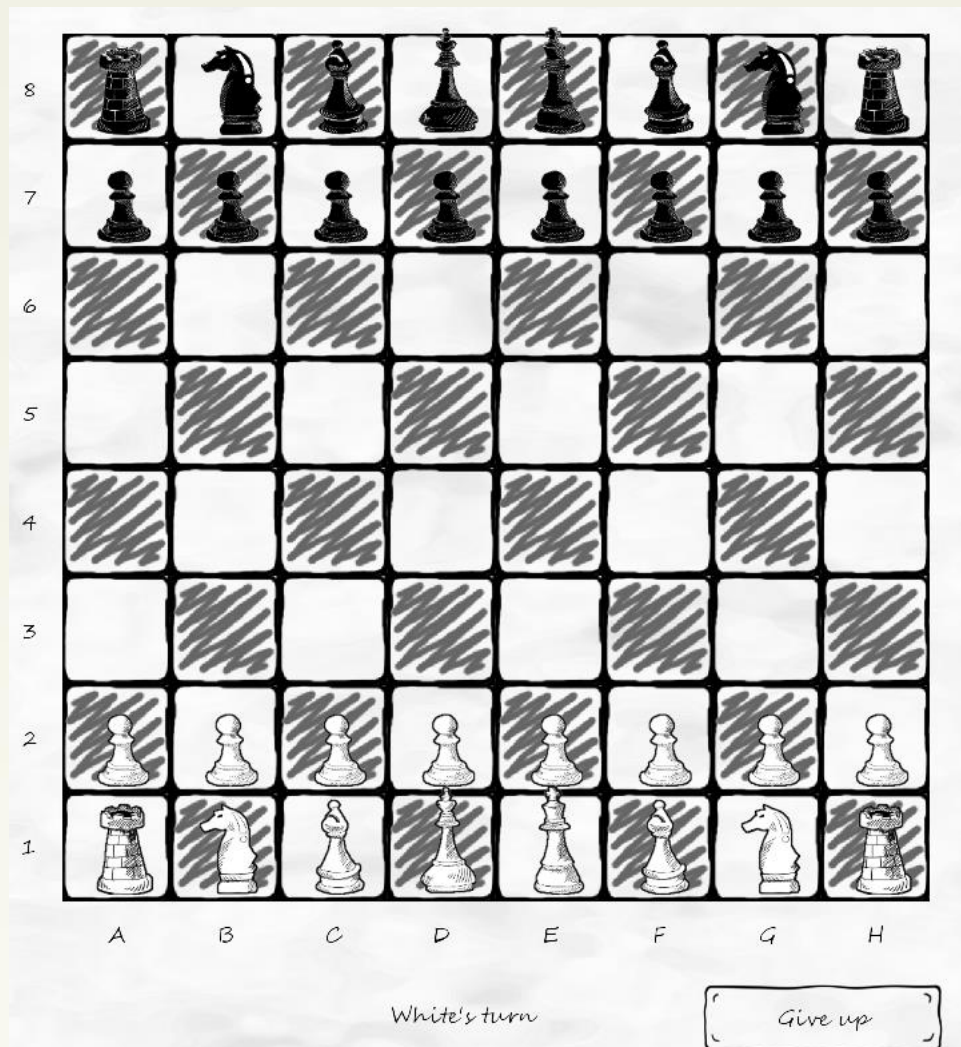
Chess

Play

Leaderboards



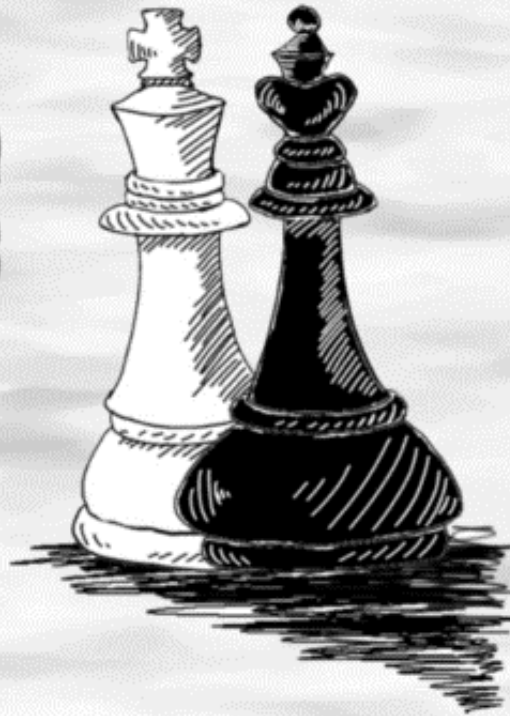
White pieces:	Select AI level	Black pieces:
<div>Player1</div>		<div>Player2</div>
<div>No Ai</div>		<div>No Ai</div>
<div>Easy</div>		<div>Easy</div>
<div>Medium</div>		<div>Medium</div>
<div>Hard</div>		<div>Hard</div>
<div>Main menu</div>	<div>Create account</div>	<div>Play</div>



Chess

Play

leaderboards



PROCESS AND TOOLS

HOW WE WORKED

- Scrum
- Gitlab
- Maven
- JUnit
- JavaDoc
- LibGDX

Retrospective

SUMMARY

Results of this project

- Good team spirit
- Good role distribution
- Good communication
- Increase in skills

In retrospect...

- Minutes “meeting review” section
 - Recurring issue: focus
- Design conflicts
- Difficulties with testing
- Need to improve issue tracking and commit tagging with GitLab
- Took on a lot of work by making our own renderer and AI

In conclusion:

- Our process has changed as we have learned from our experience
- We made a chess game.

THANK YOU