

**Software Development**

**Problem Based Learning**

**“Morra” Game**

**Group J**

**Individual Report**

Course Title: Higher Diploma in Science in Computing (Software Development)

Date of Submission: 14/04/2020

Lecturer: Adriana E. Chis

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**Individual Report**

By Michele Di Benedetto

**Short Summary**

I really enjoyed the process of the development of this project. I engaged in the successful and efficient implementation of this application and successfully I participated in the activity as a part of the team.

During the workload division, I was delegated to complete several parts of the project on my own. I have designed the Class Diagram for the better visual representation of the game app, also I have structured a short summary of the rules of the game. The summary is displayed for the informative purposes for the user.

I have fully implemented MorraGameApp and Game classes and I participated in some parts of the GameManager class composition.   
In the GameManager class I designed several elements, such as:

* startup()
* startGame()
* updateGameHistory()
* displayWelcome()
* displayRoundCounter()
* displayInfoCurrentRound()
* display()
* displayMessage()
* displayInfoRequest()
* displayWarning()
* displaySubMessage().

**Task distribution**

As already reported in the general report all project got split following the below schema

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| --- | --- |
| **Member** | **Tasks** |
| **Michele Di Benedetto** | **1. DESIGN CLASS DIAGRAM**  **2. GAME RULES**  **FULL Class implementation**  1. MorraGameApp  2. Game  **PARTIAL Class implementation**  1. GameManager.GameManager()  2. GameManager.startup()  3. GameManager.startGame()  4. GameManager.updateGameHistory()  5. GameManager.displayWelcome()  6. GameManager.displayRoundCounter()  7. GameManager.displayInfoCurrentRound()  8. GameManager.display()  9. GameManager.displayMessage()  10. GameManager.displayInfoRequest()  11. GameManager.displayWarning()  12. GameManager.displaySubMessage() |
| **Hsiu Hui Huang** | **FULL Class implementation**  1. Player  **PARTIAL Class implementation**  1. GameManager.getRandomFingers()  2. GameManager.setPlayers()  3. GameManager.setPlayerAttributes()  4. GameManager.getHumanPlayerFingers()  **TESTING**  **BUG REPORTING** |
| **Raminta Kairyte** | **FULL Class implementation**  1. GameResult  2. RoundResult  **PARTIAL Class implementation**  1. GameManager.displayGameInfo()  2. GameManager.wantStillPlay()  3. GameManager.displayGameHistory()  4. GameManager.displayRoundHistory()  **1.REPORT/DOCUMENTATION**  **2.TESTING**  **3.BUG REPORTING** |