MiKroysoft

Module	SEPR
Year	2019/20
Assessment	2
Team	MiKroysoft
Members	Daniel Crooks, James Rand, Irene Sarigu, Alfie Jennings, Charlotte Clark, Jasper Law
Deliverable	5b Methods, plans updates
Website	https://mikroysoft.github.io/

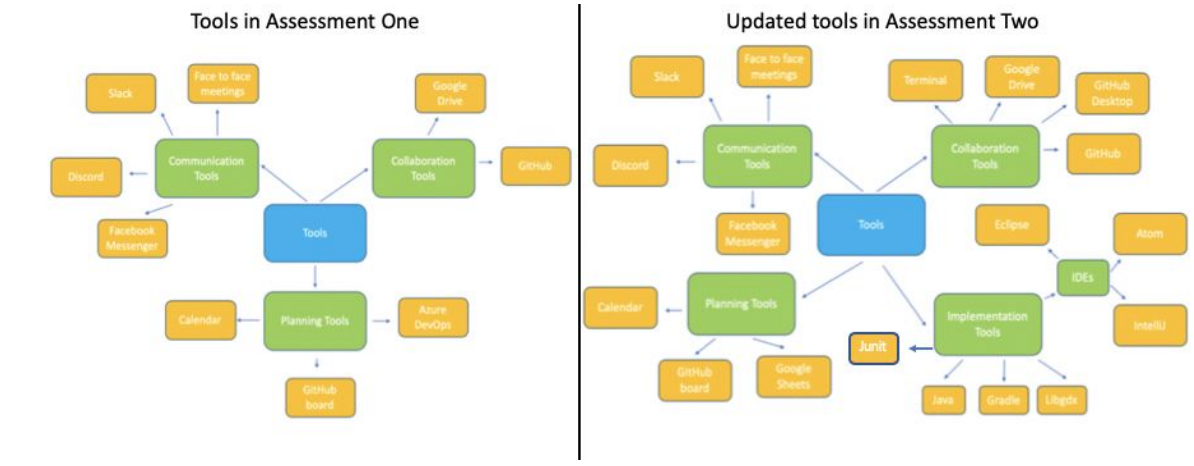
We've updated our methods and tools based on the feedback from Assessment 1 and our experience during development.

Changes in methods

We currently aren't making any changes to our method and team structure. This is because we believe that the current team structure is using each member's strengths to benefit the project. We also feel like Scrum is appropriate for our project, we've been following many of the Agile ceremonies and we believe that they're helping our development process.

New additions in our tools section

As we started to work on the project, we noticed that we didn't consider any implementation tooling for our project. We decided to investigate several IDEs and we started using Eclipse [1] as it was the most familiar to all of us. As we started working, we noticed that the macOS and Windows versions of Eclipse performed differently in relation to Gradle [2] and LibGDX [3], the game development framework we were using. The people using MacOS weren't able to use Eclipse with Gradle. We took some time off the project to investigate this and decided to find an alternative. We looked at Atom [4] [5] but it wasn't advanced enough to use for our project, so we decided to try out Intellij [6] with the free community version and we found that it was the perfect solution for us. We decided to use jUnit [7] based on previous experience. Our change in tools can be seen from the diagram below.



As it can be noticed from the diagram, we also added the terminal and GitHub desktop to the Collaboration tools section. We didn't consider these as tooling previously but when we started working on the project, we noticed that some of us prefer working using the terminal and others preferred GitHub Desktop. We spent some time looking at GitHub Desktop as, especially for the people in the group that use the terminal with Git, it was new to us.

Communication tools

As predicted, we used Facebook Messenger for our every-day conversations. We used this tool quite a lot to update ourselves during the Christmas break to check that everyone was working well and to arrange meetings. We kept using Slack to give updates on code issues, task-related problems and video calls.

Planning tools

In addition to the GitHub project feature, we found it useful to use Google Sheets to manage our time during the Christmas break. This was quite useful as we could easily know what everyone was doing at all times. Creating these spreadsheets helped us to gain insight into the bigger picture, seeing the project as a whole. The addition of GitHub Project allowed us to see the finer detail, the tasks needed to reach each specific goal.

Bibliography

[1] Eclipse, "Eclipse Foundation," [Online]. Available: https://www.eclipse.org. [Accessed 12 01 2020].

[2] G. B. Tool, "Gradle Build Tool," Gradle, [Online]. Available: https://gradle.org. [Accessed 11 01 2020].

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[4] Atom, "ide-java," Atom, [Online]. Available: https://atom.io/packages/ide-java. [Accessed 11 01 2020].

[5] Atom, "Atom," Atom, [Online]. Available: https://atom.io. [Accessed 11 01 2020].

[6] J. Brains, "IntelliJ IDEA," Jet Brains, [Online]. Available: https://atom.io. [Accessed 12 01 2020].

[7] jUnit, “jUnit”, jUnit, [Online]. Available:https://junit.org/junit5/.[Accessed 20 01 2020]