# Introduction

For the course OOP Project we had been assigned the task of creating a game in Java using the knowledge we have gathered during the first quarter of the study year. The game had to do something with managing a Formula 1 Team. There were a couple of requirements, listed here:

* There should be 11 teams, each with 2 drivers (22 in total).
* Each team starts with 200 million euros to spend on drivers and upgrades.
* Each race, the top 10 finishers receive points.
* Each point is converted to 2 million euros that will be awarded to the team.
* The team with the most points at the end of the season will win the championship and 200 million euro’s will be awarded.

And two important components:

* Managing aspect: The player is the manager of a Formula 1 team and has a starting budget that he/she has to use to build up a team.
* Racing aspect: The player can make a number of choices to set up the car and then the computer races against the other teams.

The first step we took before even starting to code was creating a Trello page, a website where you can create a To-do list to see what has to be done, what is being done, and what is done for the project. Next to the Trello page, we also have created an UML. We used Agile planning, where the quarter was divided up into sprints of two weeks, which came down to 5 sprints.

The code, tools and other files we have used for the project were safely kept online using GitHub, which is a web-based Git repository hosting service. Here we had good control of our files, and using GitHub we could easily update the different versions of our program between the computers and laptops used for the development of the project.

For communication within the group we used a Whatsapp group, one with the customer, to let him know what we’ve done, and the most important messages were placed there, and one Whatsapp group with just the developers, where we discussed the issues, features and development of the program itself.

In our application, we’ve added a couple of features next to the things that were mantadory and had to be included, namely:

* Being able to upgrade your car.

We’re satisfied with the communication within our group however the final result should have been a little bit more expansive in our opinion. This was mostly because we were a small group with the downside of losing another member during the developing.

In upcoming versions we would like to add cheat codes, an options screen and multiple difficulty levels the player could choose from.

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# The course of the project

# Design

# Extra’s

# Improvement