# Introduction

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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 have 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 have added a couple of features next to the things that were mandatory and had to be included, namely:

* Being able to upgrade your car.

We are 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

Introduction

In this part we will describe the course on our project, how we did the planning, how the communication within the group was, from a group perspective, not individually, we will talk about the meetings we have had with our customer, and last but not least, our experiences with the online Git repository hosting service GitHub.

## Planning the first phases

Le text

## Communication within the group

Le text

## Meetings

Le text

## GitHub

Le text

# Design

Introduction

In this part we will talk about the designing phase of our program, and the design of our final product. We will let you know what problems we have encountered during the development, what decisions we have made and why, how we created the UML and lastly the test coverage of our final product.

## Problems we encountered

Le text

## Decisions

Le text

## UML

Le text

## Test Coverage

Le text

# Extra’s

Introduction

In this part, we will describe the extra features that we have implemented in our final product, how they work and why we have chosen this feature over other possible features that also could have been added instead.

# Improvement

Introduction

In this part we will talk about where our final product lacks, what we could have improved, and maybe what we should have improved. Also we will talk about the process, what went bad, and what we can do in future projects to improve the situation, or prevent these situations from happening at all.

## Improving our software

Le text

## Improving the Process

Le text