# Tower Defense

The Next Generation



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## Content

## 1. Project Overview

- Vision
- Estimation
- Project Management
- 2. Architecture
- 3. Development
  - Game Engine
  - Testing & CI/CD
  - Technology
- 4. Demo



## Project Overview





## The Project Vision

Define Analyse Implement Review Publish Maintain



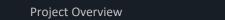
- self-developed engine
- Multiple difficulties
- customized
  - designs
  - effects
  - music



- RUP terminology used
- PM using Scrum and Jira
- technology according to current standards

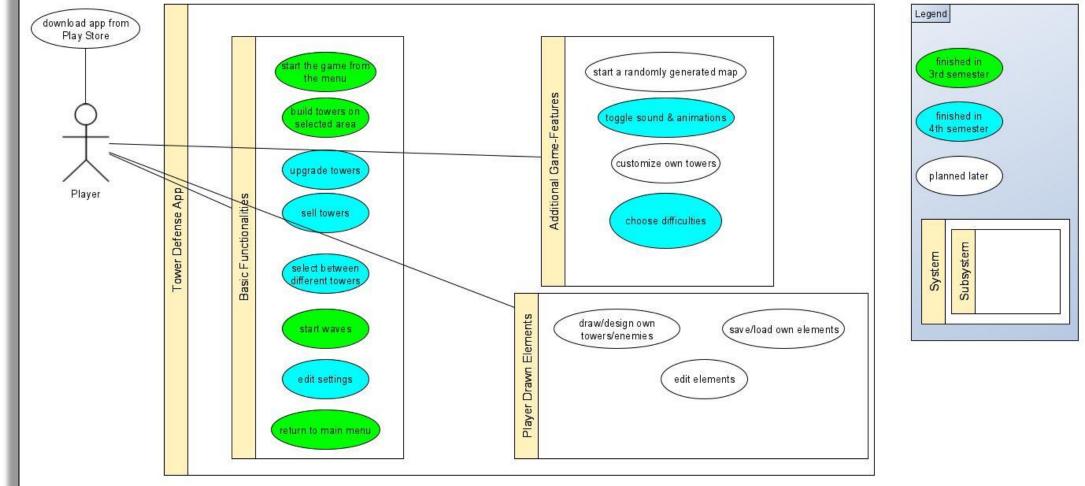


- unique game-concept
- creation of a community
- potential for high user amount after months





## 1

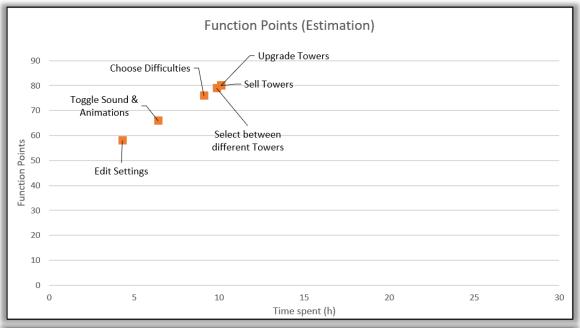


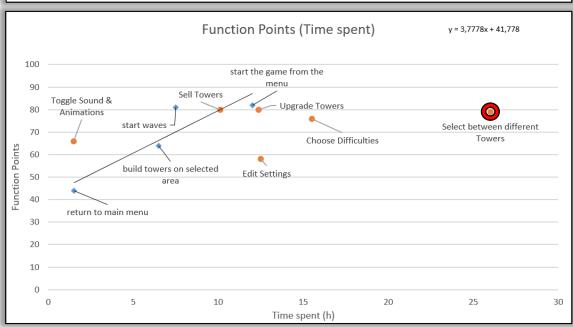
**Use Case** 

Diagram



## **Estimation**





## **Scrumming on Jira**



#### PLAN, TRACK, REPORT

Jira is one of the most often used tool for agile project-management purposes. Due to its simple way of planning, tracking and reporting, Jira provides a great scope of functions.



#### **ITERATIVE PROCESS**

Especially, external conditions in the development-environment can change very quickly. Therefore, working iteratively is one of the most important aspects while developing.



#### **TIME-TRACKING**

In times of efficiency, there is a need of timetracking in order to optimize several processes.



#### **CUSTOMIZATION**

Jira supports more than 3000 additional plugins to adapt to specific needs. On top, this provides the ability to live Scrum after own adjustments.



**Project Overview** 









Architecture









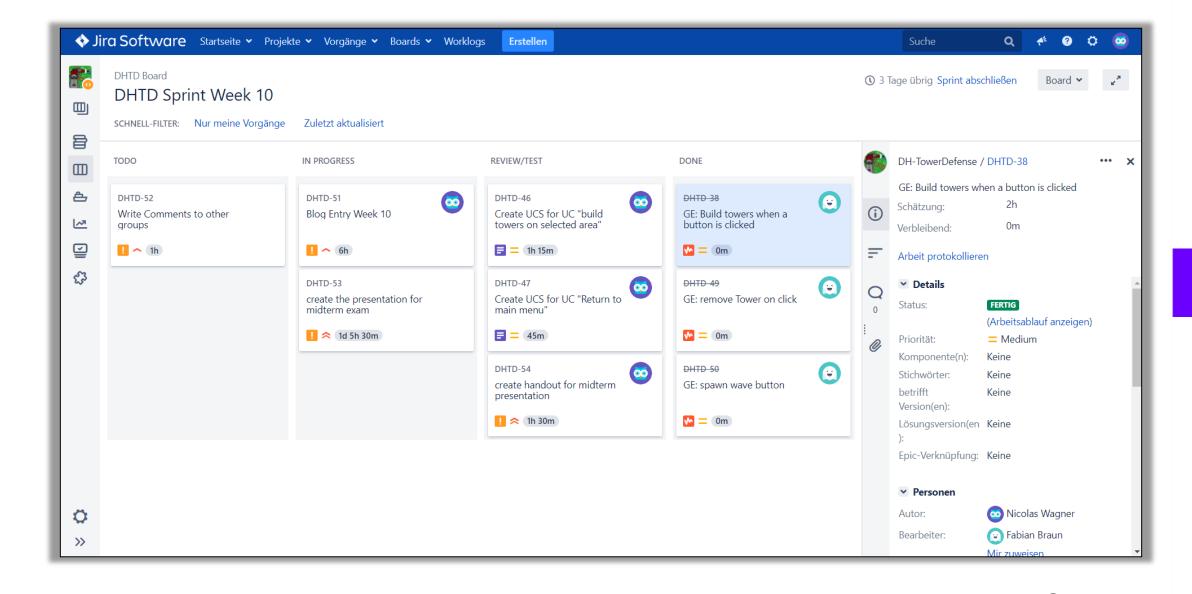








### Jira



### Fabian Braun

Scrum Master

- Software Architect
- Implementer (Game Engine)

With a lot of experience in developing several applications, Fabian knows which aspects are the most important ones to focus on.

## Luca Rutschmann **Implementer** (Game Engine) Tester/Reviewer Testing developed code is an activity that Luca loves to do in every project.

Nicolas Wagner Project Manager Implementer (Surface/Overlay) Good project-management can improve its success by a lot. Nicolas considers PM as the most significant task in a project.

End



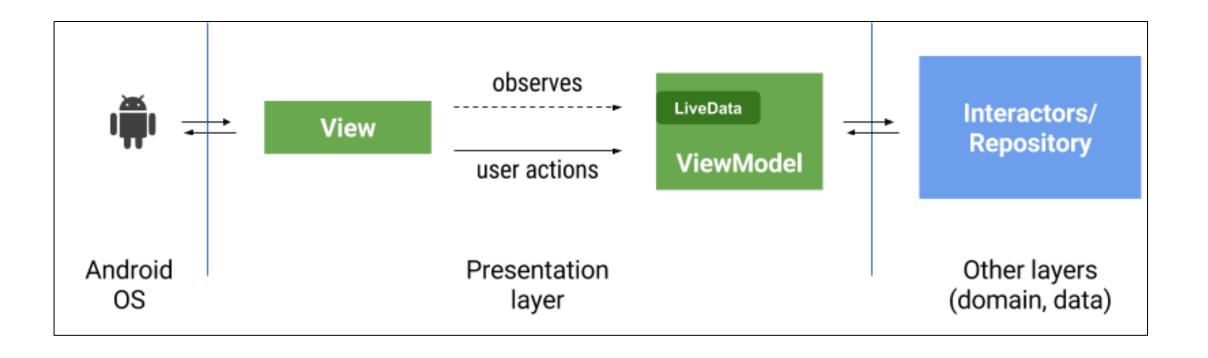


## Architecture

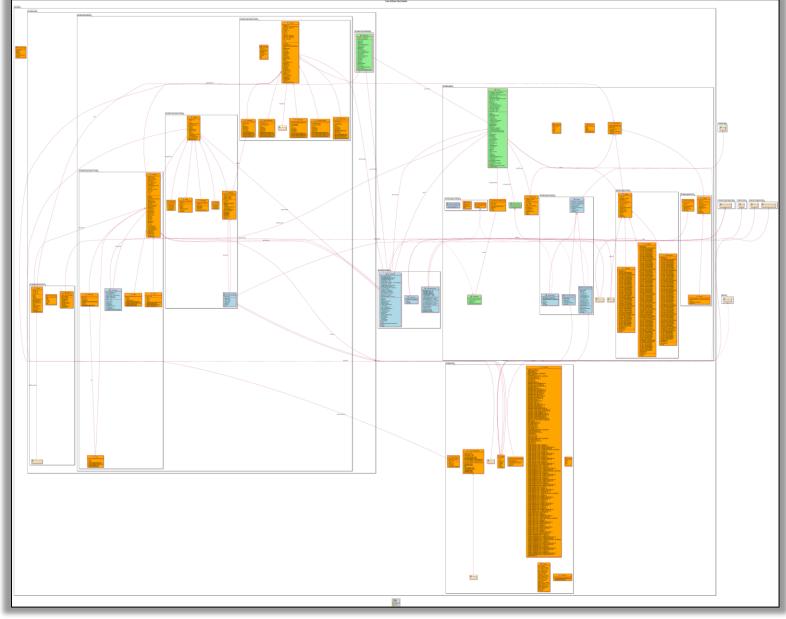


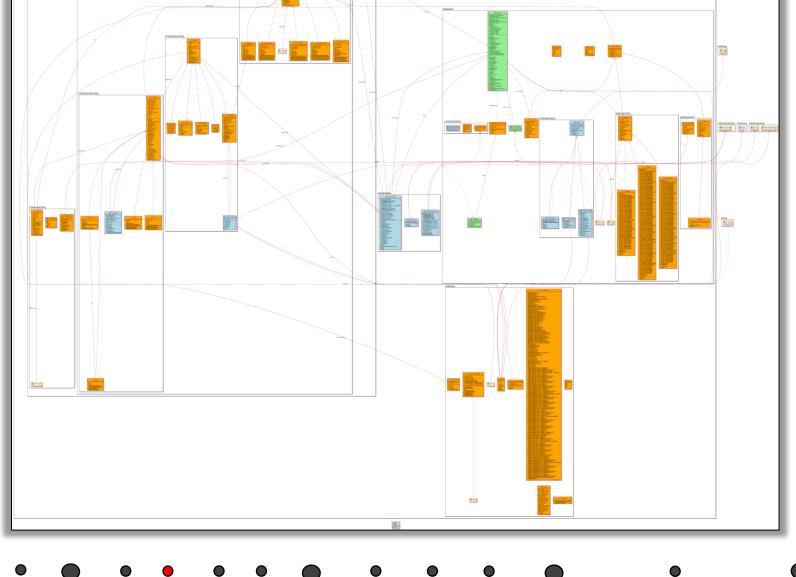


## Android MVC



# Project MVC



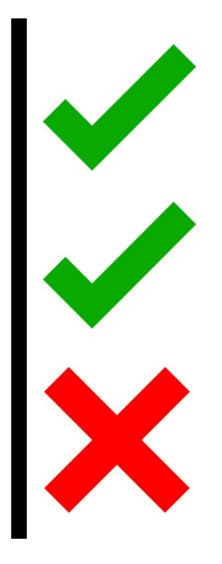




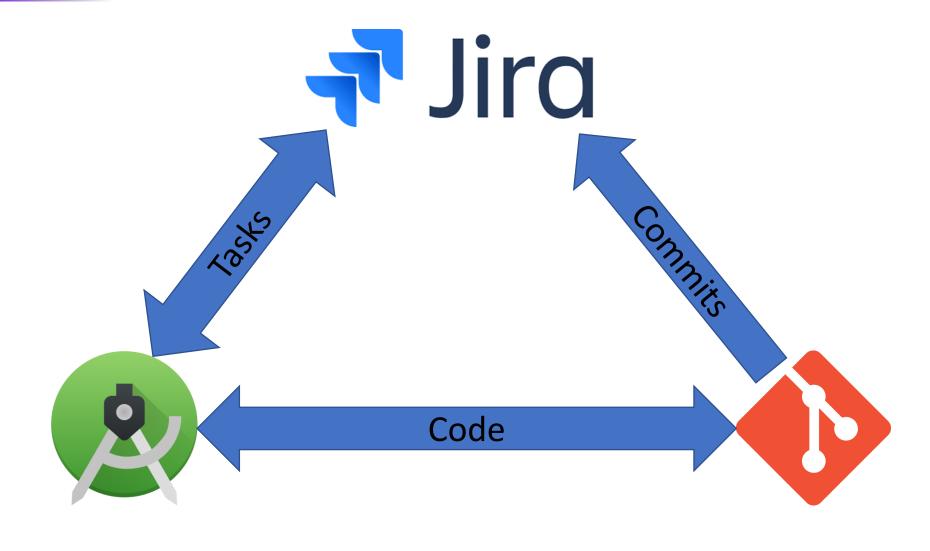
## **Factory**

**Abstract Factory** 

**Object Pool** 



## **Automation**



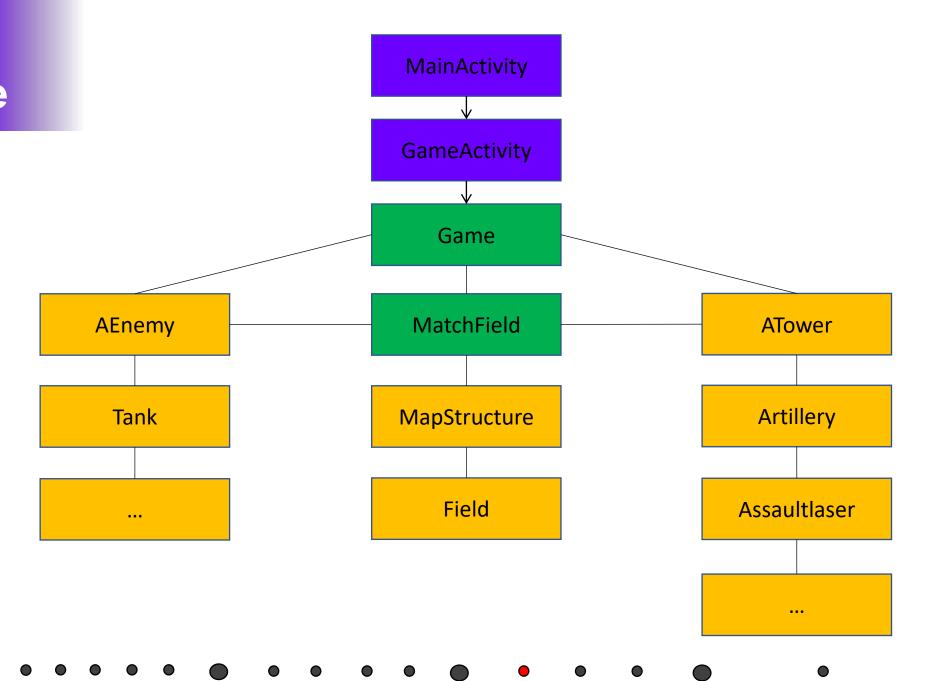


# Development





## Game Engine





## **Testing**

- **UI** testing with *Cucumber* 
  - Feature Files executed with Espresso & GreenCoffee







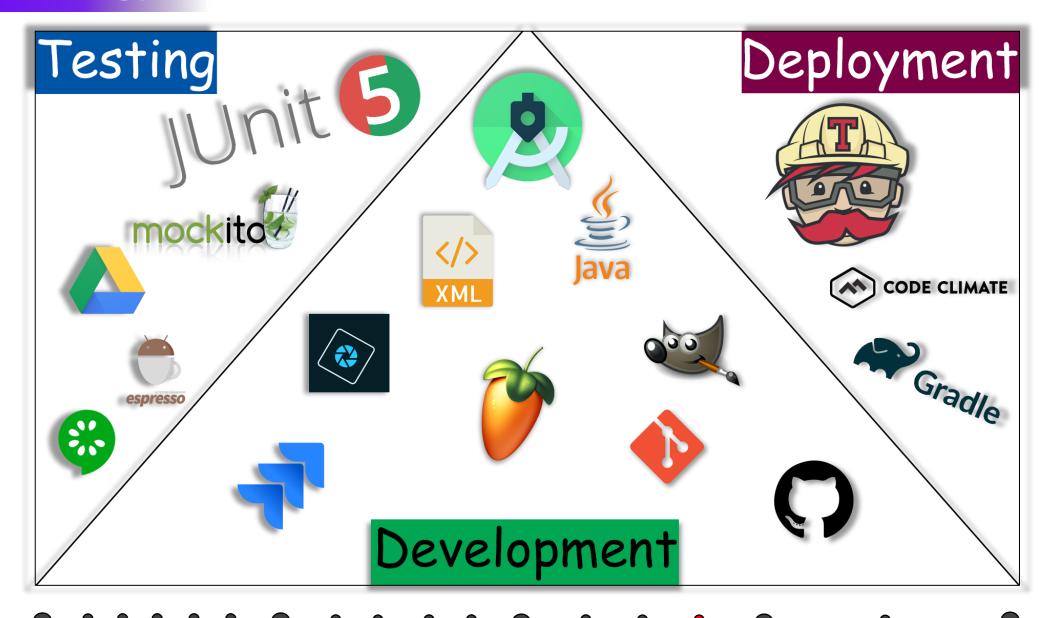
- testing of calculations, operations and more

- **UX** testing with external testers





## **Technology**

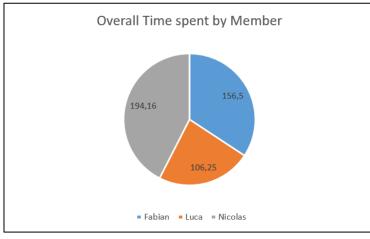


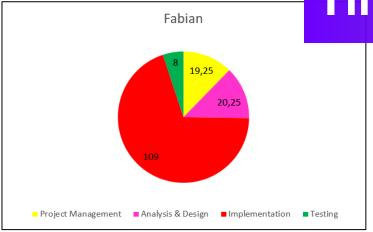


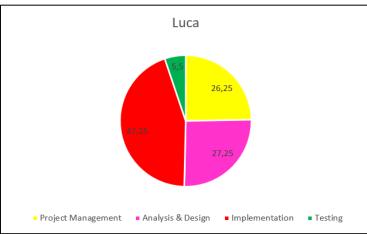


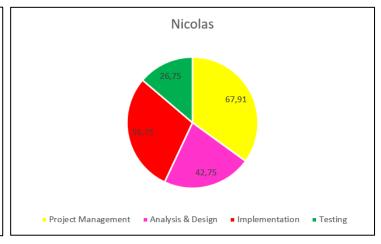
## Time Sheet

Demo

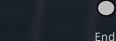




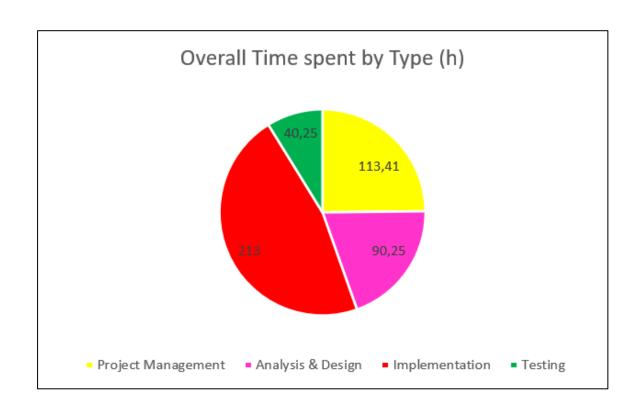




The numbers and data of the charts are automatically tracked by Jira which enables a detailed evaluation of the work done so far.



## Time Sheet



The numbers and data of the charts are automatically tracked by Jira which enables a detailed evaluation of the work done so far.

End

# THANK YOU

If You would like to create and work with us, please contact us using the mail addresses below or visit our blog at: https://www.dh-towerdefense.de



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