DiceWars

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Inhalt

- Git
- Scrum
- Structure 101 (Architektur)
- Sonar
- Code Coverage(?)
- Maven
- Cost Estimation
- Patterns
- Dependency Injection
- TUI Development
- GUI Development

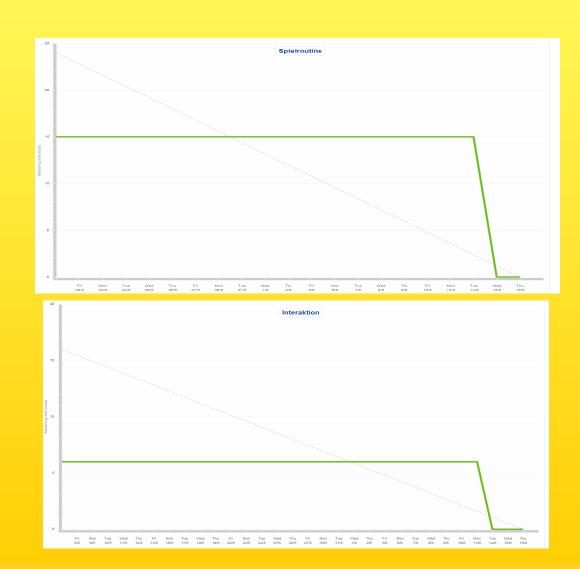
ld Message	Author	Authored Date	Committer	Committed Date
b68d895 o modified	Ola	4 days ago	Ola	4 days ago
7440c52 Merge branch 'master' of https://github.com/sichrist/DiceWars_Develop	Ola	10 days ago	Ola	10 days ago
ccf7575 o menuitem new game added	Ola	10 days ago	Ola	10 days ago
91906fd o updated	Simon Christofzik	10 days ago	Simon Christofzik	10 days ago
629ce5b Fehler behoben	Simon Christofzik	10 days ago	Simon Christofzik	10 days ago
bf19269 o Läuft wieder	Simon Christofzik	10 days ago	Simon Christofzik	10 days ago
4db26f4 onew empty class for field building	Ola	10 days ago	Ola	10 days ago
a92c32c onew class with field player and start button	Ola	10 days ago	Ola	10 days ago
18d1d58 o added firstlookpanel	Ola	10 days ago	Ola	10 days ago
57fb5eb o changed name and changed to mouseListener	Ola	10 days ago	Ola	10 days ago
d59d7e9 o changed name and deleted start button	Ola	10 days ago	Ola	10 days ago
3c63339 o IController gebaut	Simon	11 days ago	Simon	11 days ago
0298969 hexagon Button	Simon	11 days ago	Simon	11 days ago
a90266c buttons example 5	Ola	11 days ago	Ola	11 days ago
821b905 o buttons example 4	Ola	11 days ago	Ola	11 days ago
461dbf1 o buttons example 3	Ola	11 days ago	Ola	11 days ago
3fab638 buttons example 2	Ola	11 days ago	Ola	11 days ago
30a2281 o buttons examle 1	Ola	11 days ago	Ola	11 days ago
5ada5ad o modified	Ola	11 days ago	Ola	11 days ago
140065c o modified	Ola	11 days ago	Ola	11 days ago
6b45eed o modified	Ola	11 days ago	Ola	11 days ago
3b0b531 o modified	Ola	11 days ago	Ola	11 days ago
ecf44b0 o modified	Ola	11 days ago	Ola	11 days ago
78a3f45 Klasse Playerstatistics gelöscht, da keiner Verwendung	Simon	12 days ago	Simon	12 days ago
9fb5773 o origin/Ki Kreis entfernt	Simon	12 days ago	Simon	12 days ago
15fe7e6 o Schulden abgebaut	Simon	12 days ago	Simon	12 days ago
3466617 o Schulden abgebaut	Simon	12 days ago	Simon	12 days ago
0dbef42 o Schulden abgebaut	Simon	12 days ago	Simon	12 days ago
a44939c 🌵 Technische Schulden abgebaut	Simon	12 days ago	Simon	12 days ago
fcc80f7 o abhängigkeit behandelt	Simon	12 days ago	Simon	12 days ago
2dc5afb o abhängigkeit behandelt 2	Simon	12 days ago	Simon	12 days ago
cf01119 o abhängigkeit behandelt	Simon	12 days ago	Simon	12 days ago
8b41528 o Jenkins sollte jetzt kompilieren	Simon	12 days ago	Simon	12 days ago
f3e879e o Spielbar	Simon	12 days ago	Simon	12 days ago

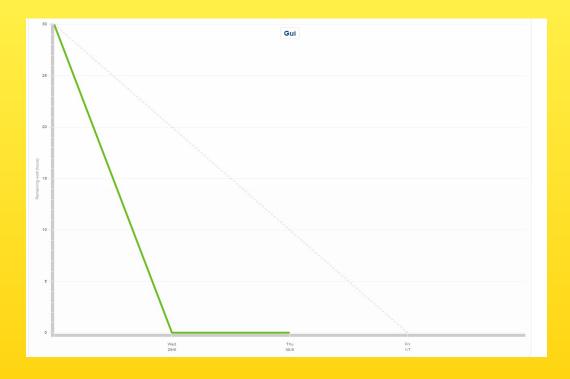




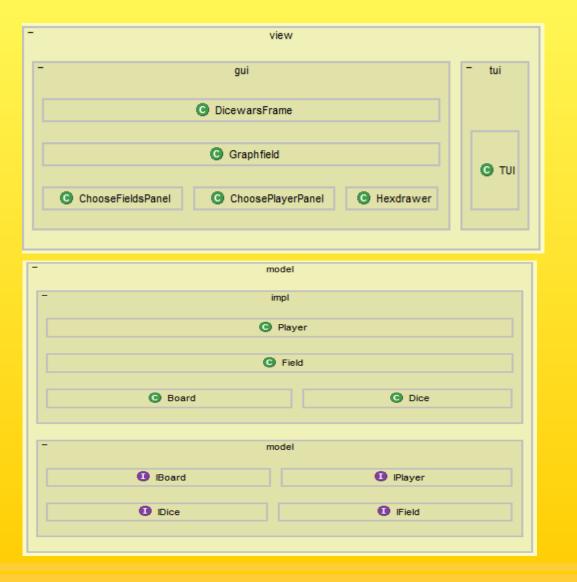
Struktur komplett geändert p master	Browse files
sichrist committed 28 days ago	1 parent <u>f884a3a</u> commit 8e551f891f897f1d69286b82dbafbb47503794cd
Showing 9 changed files with 480 additions and 433 deletions.	Unified Split
+ src/de/htwg/se/dicewars/BoardSetup/BoardSetup.java	+49 -0 •••••
+ src/de/htwg/se/dicewars/BoardSetup/ConvertMethods.java	+95 -0 ■■■■■
+ src/de/htwg/se/dicewars/BoardSetup/DiceSetup.java	+34 -0 •••••
+ src/de/htwg/se/dicewars/BoardSetup/FieldSetup.java	+233 -0 ••••
+ src/de/htwg/se/dicewars/BoardSetup/PlayerSetup.java	+52 -0 ••••
src/de/htwg/se/dicewars/DiceStart.java	+7 -3
src/de/htwg/se/dicewars/controller/impl/DiceHandler.java	+2 -2
+ src/de/htwg/se/dicewars/controller/impl/PlayerHandler.java	+5 -0 ■■■■
src/de/htwg/se/dicewars/model/Board.java	+3 -428

Scrum





Structure 101, Architektur



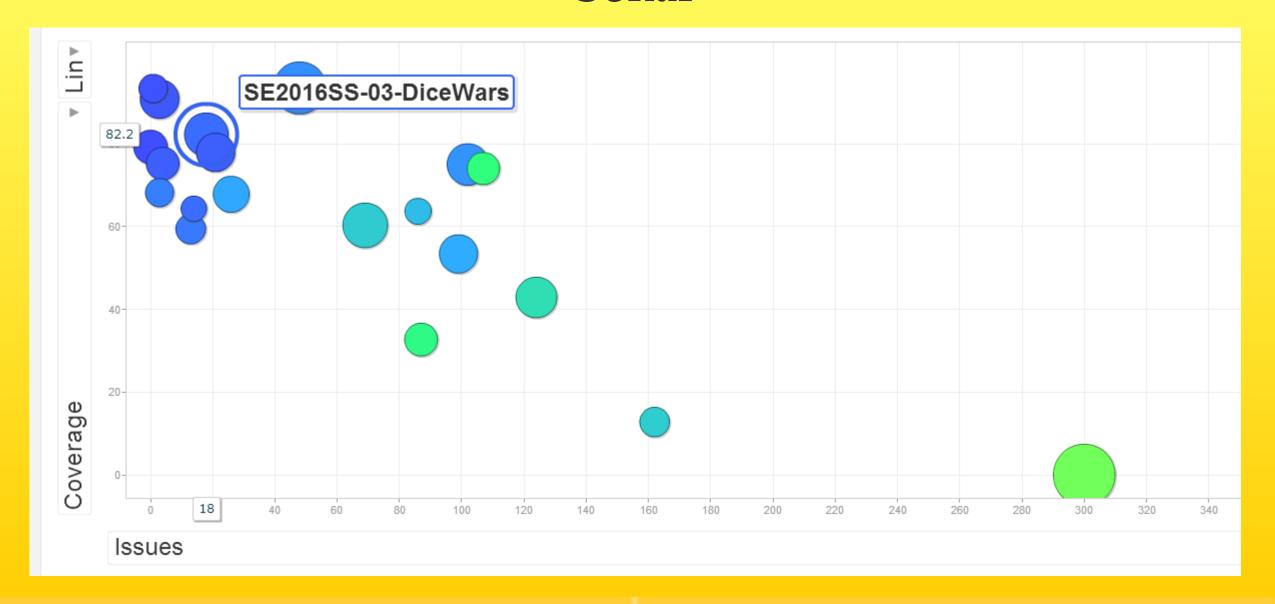


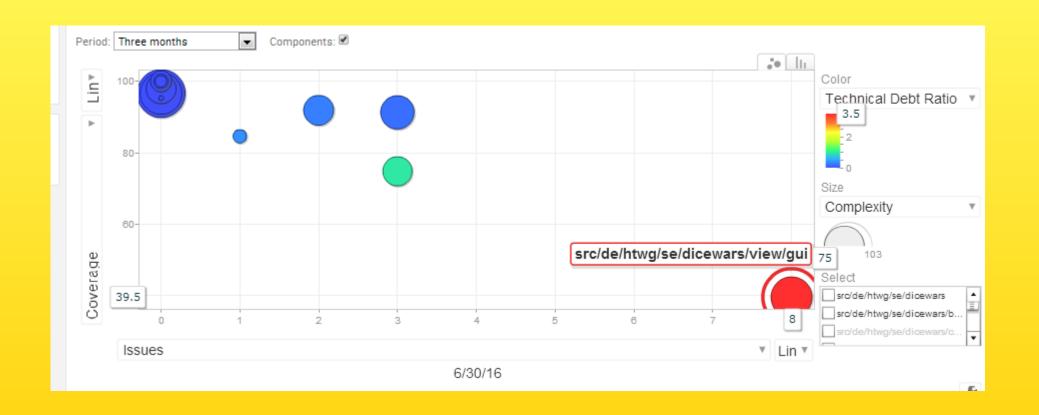
Event

Convertmethods

(C) Playersetup

Status





A		0,9%
Debt 1d 2h	Issues 17	 ● Blocker ○ Critical ○ Major ○ Minor ○ Info
Directory Tangle Index O,0% Cycles > 0		Dependencies To Cut Between Directories Between Files 0 0
Unit Tests Coverage 81,7% Line Coverage Condition Coverage 83,0% 77,7% 7		Unit Test Success 100,0% Failures Errors Tests Execution Time 0 0 91 ▶ 17.9 sec ▶

```
Lines Of Code

2.300 A

41

Directories Lines
26 A

3.251 A

Eunctions

Classes Statements Accessors
42

1.099 A

47 A
```

Duplications

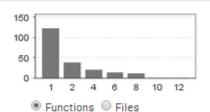
2,0%

Lines Blocks Files 64.7 2 2

Complexity

469 7

/Function /Class /File 1,7 11,2 11,4



```
        Events
        All
        Version
        0.1

        30. Jun 2016
        Version
        0.01.Beta.0.0.0.Alpha.0.0.0.1.2.3.4.0.0.0.0mega.1.2.3.MEGA

        27. Mai 2016
        Version
        0.01.Beta.0.0.0.Alpha

        27. Mai 2016
        Version
        2.0
```

```
@Override
 90
                            public void mouseEntered(MouseEvent e) {
 91 chri...
                                    /****
 92
 93
 94
     olgl...
 95
 96
 97
                            @Override
                           public void mouseExited(MouseEvent e) {
 98
 99
     chri...
                                    /****
100
101
102
     olgl...
103
104
105
106
                            @Override
107
                            public void mousePressed(MouseEvent e) {
108
                                    /****
     chri...
109
110
111
     olgl...
112
113
114
115
                            @Override
116
                            public void mouseReleased(MouseEvent e) {
117
                                    /****
     chri...
118
119
120
     olgl...
122
```

Pom

```
- <project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
http://maven.apache.org/POM/4.0.0 http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd"
  <modelVersion>4.0.0</modelVersion>
  <groupId>de.htwq.se.sudoku</groupId>
  <artifactId>de.htwg.se.sudoku</artifactId>
  <version>0.0.1-SNAPSHOT</version>
  <name>Sudoku SE</name>
  <description>A Sudoku in Java for the lecture Software Engineering at HTWG Konstanz</description>
- <build>
    <sourceDirectory>src</sourceDirectory>
    <testSourceDirectory>test</testSourceDirectory>
  - <resources>
    - <resource>
        <directory>src</directory>
     - <excludes>
         <exclude>**/*.java</exclude>
        </excludes>
      </resource>
    </resources>
  - <plugins>
    - <plugin>
        <groupId>org.apache.maven.plugins
       <artifactId>maven-compiler-plugin</artifactId>
        <version>3.1</version>
      - <configuration>
         <source>1.7</source>
          <target>1.7</target>
        </configuration>
      </plugin>
    </plugins>
  </build>
- <dependencies>
  - <dependency>
      <groupId>junit</groupId>
     <artifactId>junit</artifactId>
      <version>4.10</version>
      <scope>test</scope>
    </dependency>
  - <dependency>
      <groupId>log4j</groupId>
      <artifactId>log4j</artifactId>
      <version>1.2.14</version>
      <scope>provided</scope>
    </dependency>
  - <dependency>
      <groupId>com.google.inject</groupId>
      <artifactId>guice</artifactId>
```

Cost Estimation

Kalkulation				
	25% Konfidenz	50% Konfidenz	75% Konfidenz	98% Konfidenz
Gesamtaufwand (h)	52,05	59,17	66,28	80,41
Gesamtaufwand (Tage)	6,51	7,40	8,29	10,05
Zusatzkosten 1 (EUR)	€ 0,00	€ 0,00	€ 0,00	€ 0,00
Zusatzkosten 2 (EUR)	€ 0,00	€ 0,00	€ 0,00	€ 0,00
Gesamtkosten (EUR)	€ 4.163,95	€ 4.733,33	€ 5.302,71	€ 6.432,98
Bemerkung zum Ergebnis	Nicht für Angebot geeignet - nur für den inte men Gebrauch!	Bestenfalls bei strategischem Projekt als Angebot verwendbar.	Bei gut bekannten Projekttypen für Angebot einsetzbar.	Gut als Basis für Angebot einsetzbar.

	Kalkulation				
		25% <u>Konfidenz</u>	50% Konfidenz	75% Konfidenz	98% Konfidenz
	Gesamtaufwand (h)	64,05	71,17	78,28	92,41
Г	Gesamtaufwand (Tage)	8,01	8,90	9,79	11,55
	Zusatzkosten 1 (EUR)	€ 0,00	€ 0,00	€ 0,00	€ 0,00
	Zusatzkosten 2 (EUR)	€ 0,00	€ 0,00	€ 0,00	€ 0,00
	Gesamtkosten (EUR)	€ 5.123,95	€ 5.693,33	€ 6.262,71	€ 7.392,98
	Bemerkung zum Ergebnis	Nicht für Angebot geeignet - nur für den inte men Gebrauch!	Bestenfalls bei strategischem Projekt als Angebot verwendbar.	Bei gut bekannten Projekttypen für Angebot einsetzbar.	Gut als Basis für Angebot einsetzbar.
	_				

Patterns

- Observer
- SingletonStrategy

TUI Development

```
2016-07-01 00:54:43,362 INFO [main] tui.TUI (TUI.java:208) -
Spielfeldgröße:
2016-07-01 00:54:47,955 INFO [main] tui.TUI (TUI.java:210) -
Anzahl Felder:
2016-07-01 00:54:49,178 INFO [main] tui.TUI (TUI.java:214) -
Anzahl an spielern:
2016-07-01 00:54:50,787 INFO [main] tui.TUI (TUI.java:219) -
Name:
2016-07-01 00:54:52,469 INFO [main] tui.TUI (TUI.java:219) -
Name:
Olga
2016-07-01 00:54:54,322 INFO [main] tui.TUI (TUI.java:38) -
/ \ / \ / \ /
       0|| 0|
    2|| 1|| 5|
  1|| 1|| 1|
 1 | 1 | 1 |
\ / \ / \ / \
```

```
2016-07-01 00:54:54,325 INFO [main] tui.TUI (TUI.java:39) - NEW
2016-07-01 00:54:54,325 INFO [main] tui.TUI (TUI.java:40) - OBSI
2016-07-01 00:54:54,326 INFO [main] tui.TUI (TUI.java:243) - Spieler 0 ist an der Reihe
2016-07-01 00:54:54,326 INFO [main] tui.TUI (TUI.java:244) -
 Feld Auswählen:
2016-07-01 00:55:17,362 INFO [main] tui.TUI (TUI.java:248) -
 Feld Angreifen:
2016-07-01 00:55:21,944 INFO [main] tui.TUI (TUI.java:38) -
 / \ / \ / \ /
    || 0|| 0|
    | 2 | 1 |
    0|| 0|| 1|
    2 | 1 | 5 |
  1|| 1|| 1|
 1|| 1|| 1|
 2016-07-01 00:55:21,945 INFO [main] tui.TUI (TUI.java:39) - ATTACKFAILED
2016-07-01 00:55:21,945 INFO [main] tui.TUI (TUI.java:40) - OBSI
2016-07-01 00:55:21,945 INFO [main] tui.TUI (TUI.java:243) - Spieler 0 ist an der Reihe
2016-07-01 00:55:21,946 INFO [main] tui.TUI (TUI.java:244) -
```

GUI Development



<u></u> Auswahlfeld	_ D X
Spieleranzahl Auswahl	Felderanzahl Auswahl
2 Spieler	
3 Spieler	Felderanzahl eingeben (max 300)
○ 4 Spieler	Total and any of the state of t
○ 5 Spieler	
6 Spieler	107
○ 7 Spieler	197
8 Spieler	
9 Spieler	Anwenden
Auswahl speichern	