

The background of the slide features a dark, semi-transparent image of Mahjong tiles. At the top, a row of ten white tiles with black horizontal lines is visible. Below this, a larger rectangular frame contains two rows of tiles. The top row includes tiles with numbers 1, 2, 3 in red, followed by 2, 3, 3, 3, 4 in black, and a final empty space. The bottom row includes tiles with numbers 6, 8, 8 in blue, followed by 10, 13 in black, and a final tile with the number 6 in blue. The text 'JavaTiles' is centered over the top row of tiles, and 'vonUken' is centered over the bottom row.

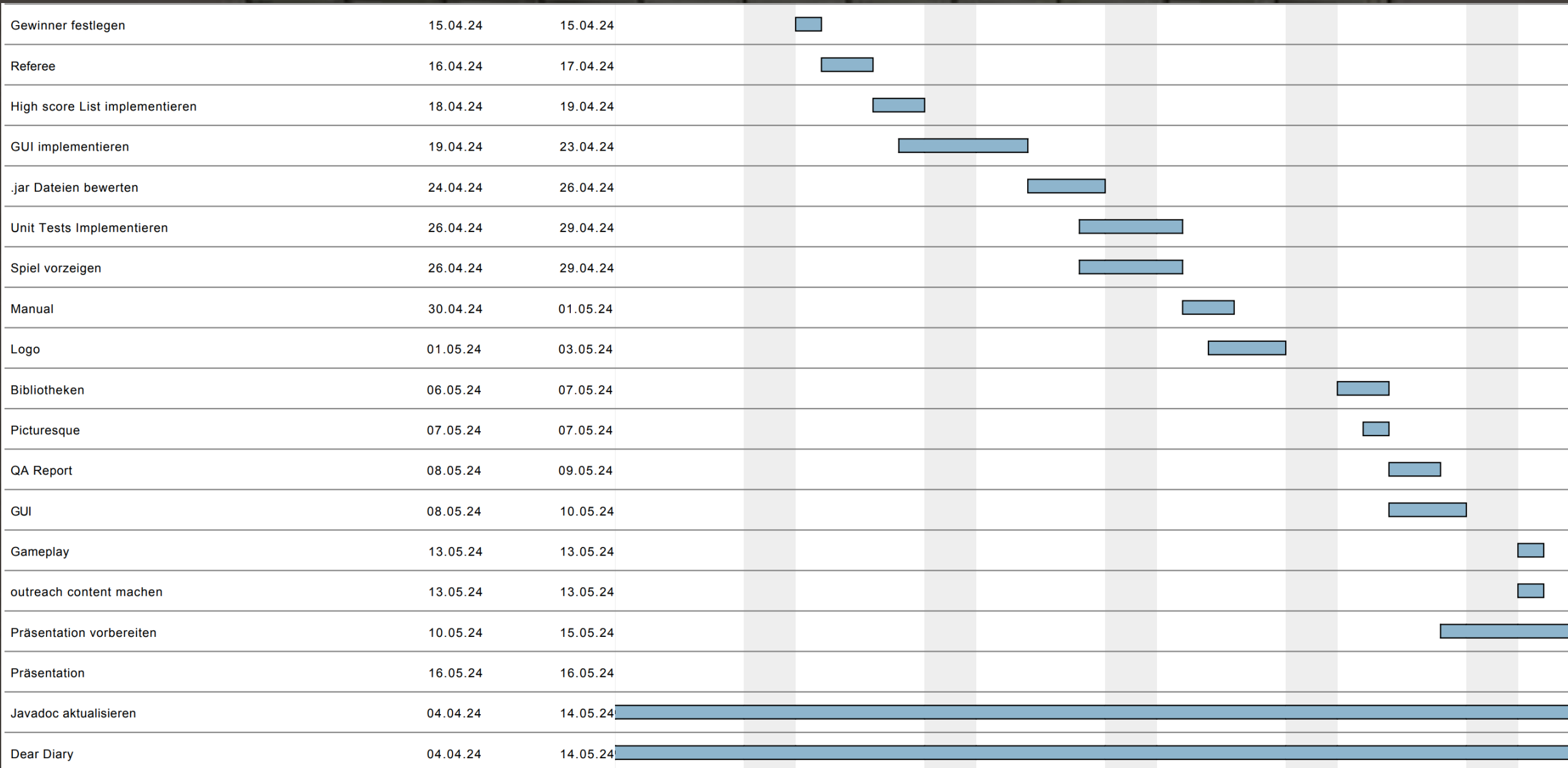
# JavaTiles

vonUken

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# Progress Report

- Aktueller Zustand:
- Spiellogik, ChatGUI, Decks auf Serverseite noch unordered
- Herausforderungen:
- Validierung der Decks, Build Script, den Überblick behalten.
- Veränderungen:
- To-Dos spezifischer, Kommunikation Client- und Server-Team
- Durchdachteres Programmieren



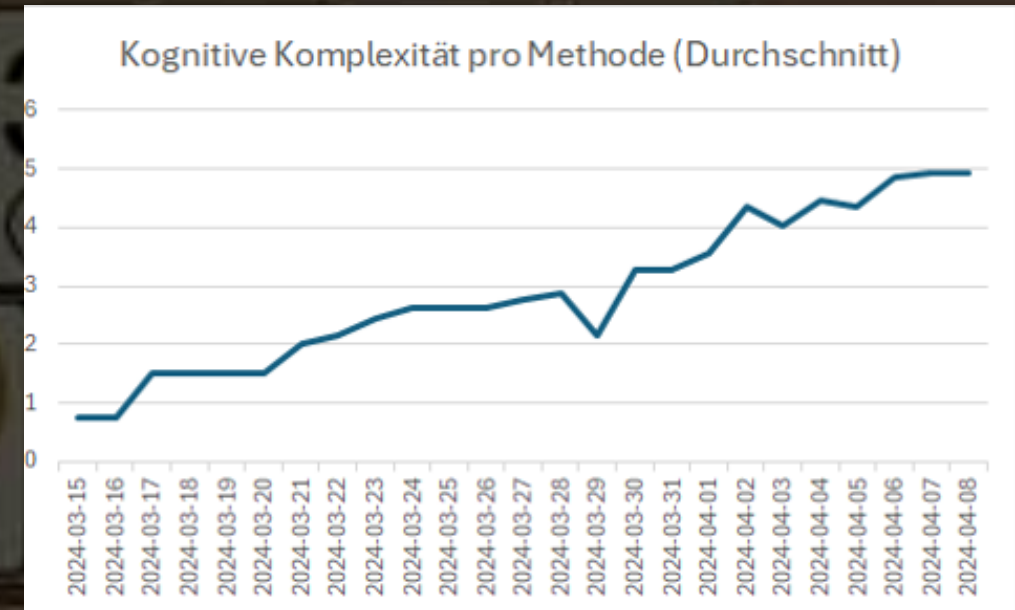
# Tools

- MetricsReloaded
- Checkstyle
- Tabnine
- Apache Log4j



# QA-Massnahmen

- Organisatorische Massnahmen
- Tools
- Analytische Massnahmen
- Kognitive Komplexität



# Spielregeln und Mechanismen

- Anfang: 14 oder 15 Steine
- Aufnehmen: Austauschstapel oder Hauptstapel
- Ablegen: Austauschstapel des nächsten Spielers

your Deck:

```
--|_0|_1|_2|_3|_4|_5|_6|_7|_8|_9|10|11|
```

```
0 | 1|JT| 1| 1| | | | | | | |
```

```
1 | 9| 9| 9| 9| |13|13|13| | 5| 5| 5|
```

```
[04-09 17:07:15.815][DEBUG][main] Client - sent: PUTT 8:
```

```
UE \" \" 13:BLUE 13:BLACK 13:YELLOW \" \" 5:BLUE 5:RED 5:
```

```
Valid input
```

```
You won!
```

Exchange stacks:

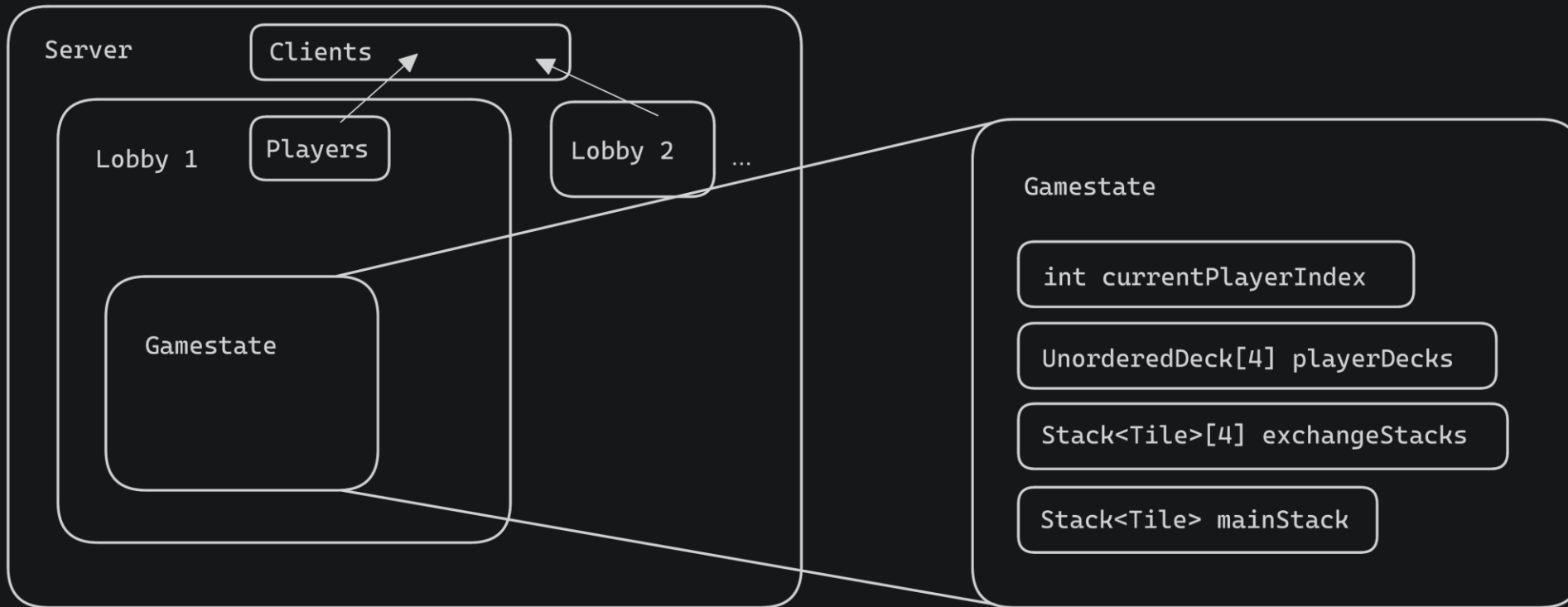
VVVV

```
|JT| 4| 3| 1|
```

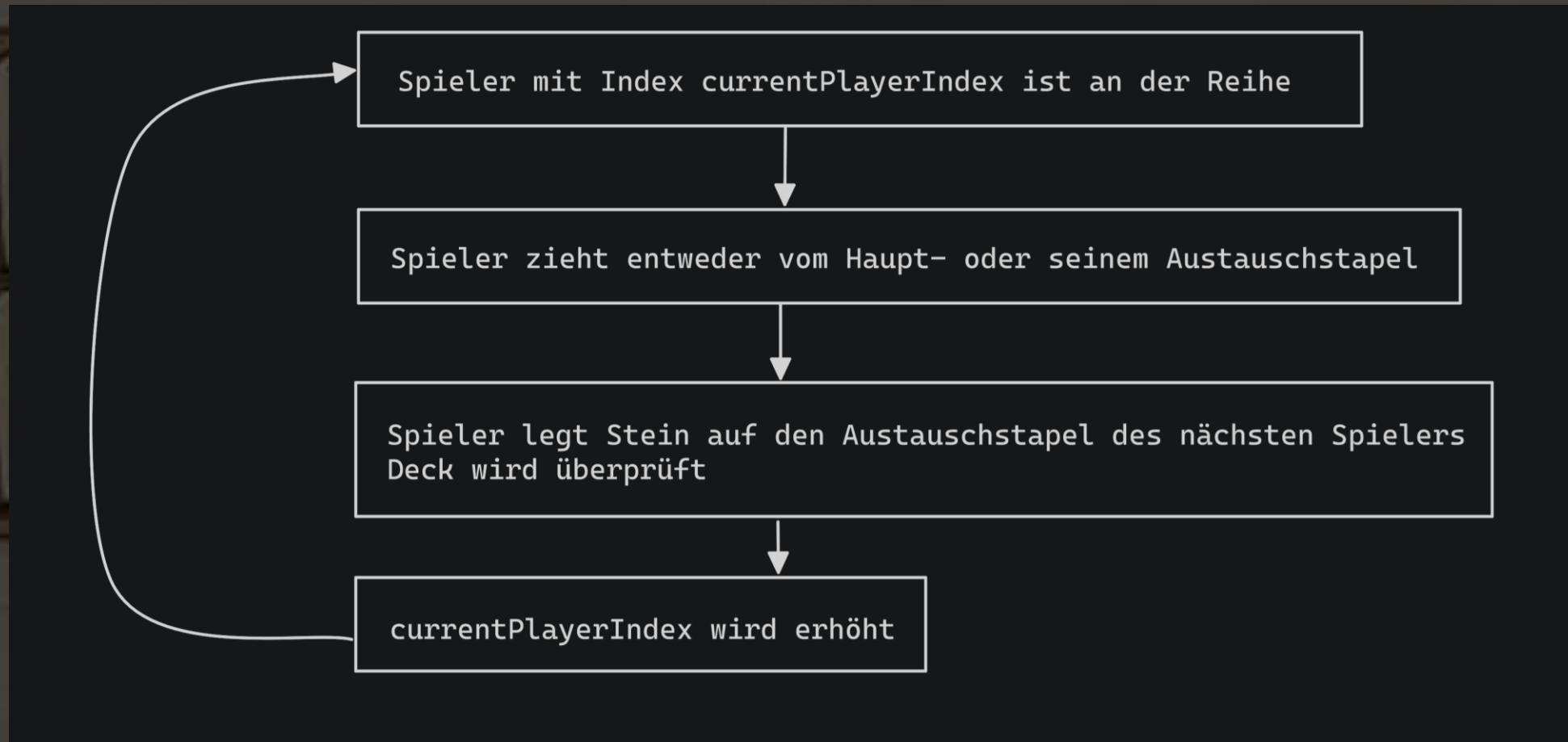
AAAA



# Spielzustand im Code



# Spielablauf im Code





# Demo

