

Institut für Informatik



#### **Milestone 3 - Presentation**

Software Praktikum FS21 MAP GUESSЯ 03.05.2021



Claudio Gebbia - claudio.gebbia@uzh.ch - 19-712-173

<u>Jérôme Hadorn - jerome.hadorn@uzh.ch - 19-731-193</u>

Hoàng Ben Lê Giang - hoangben.legiang@uzh.ch - 19-751-270

David Diener - david.diener@uzh.ch - 19-733-179

Philip Giryes - <a href="mailto:philip.giryes@uzh.ch">philip.giryes@uzh.ch</a> - 19-752-799



# **Reintroduction of our Project**

- Similar to GeoGuessr
- Assesses your geographical knowledge and intuition
  - Google Maps API
- Single & Multiplayer available
- Different modes: Time, Pixel, Clouds
- Leaderboards for competitiveness





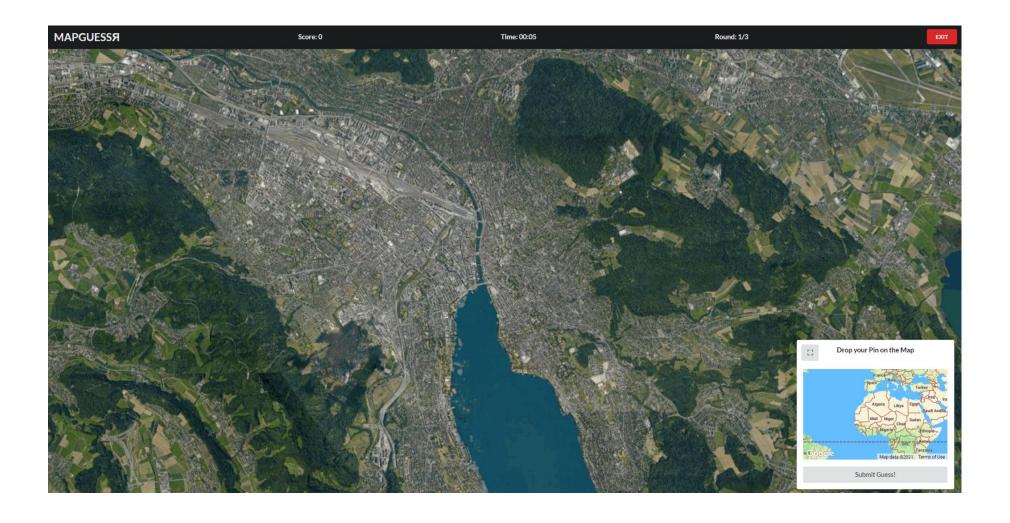
#### **Achievements so far**

- User Management (Login/Register/Edit/Logout)
- HomeScreen for picking game & user mode
- Lobby Management (Join/Create/Discover/Leave)
- **Time** game mode
- **Pixelation** game mode
- Play a game in **Singleplayer** Mode
- Play with up to 3 people in **Multiplayer** Mode

### **Sprint 2 Scope**

- Extended question set
- Game mode Clouds:
  - Cover satellite image in clouds
  - Implement eraser feature to remove clouds
  - Score calculation algorithm
- Scoreboard displaying Highscores for each game mode in descending order
- Celebration on new high score Confetti
- Increased Security

# **Demo**



# **Testing Strategy**

Our current coverage is **52.3%** 

#### M3:

- Primary focus on Endpoints, Services & Rest
- Secondary focus on Repository and Integration Tests

#### M4:

Extend our service tests for Game & Lobby



