

Software-Ontwerp

Iteratie 2

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KU Leuven

March 18, 2013

Inhoud

1 Inleiding

- Rolverdeling
- Werkverdeling

2 Het ontwerp

- MVC
- Grid
- Obstacles

- States and Penalty

3 System State Diagrams

- Start New Game
- Move
- Pick Up Item
- Use Item
- End Turn

Inleiding

Thema's die aan bod komen:

- High-Level bespreking van het ontwerp.
- Onderdelen in detail bekeken.
- GRASP en design patterns.
- Uitbreidbaarheid van het ontwerp.
- Test cases.

Rolverdeling

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3 System State Diagrams

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- Move
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- End Turn

Rolverdeling

Iteratie 2:

- Lead Designer: Dieter Castel
- Lead Tester: Vincent Reniers

Iteratie 3:

- Lead Designer: Jonas Devlieghere
- Lead Tester: Stefan Pante
- Domain Modeler: Vincent Reniers

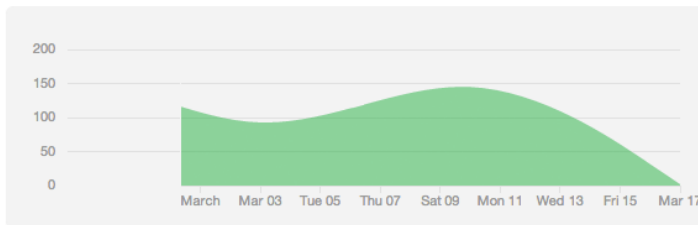
Werkverdeling

Iteratie 2: 1 maart - 15 maart

February 10th 2013 - March 17th 2013

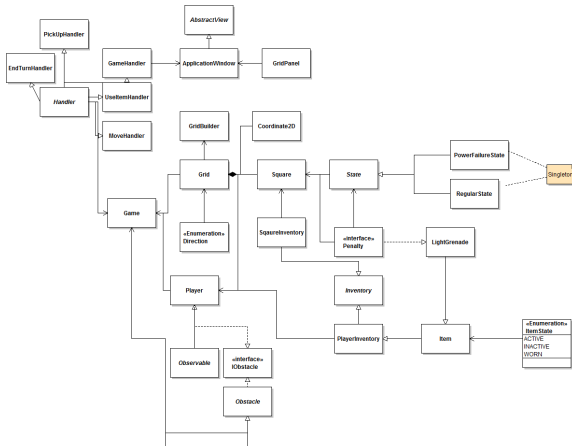
Commits to master, excluding merge commits

Contribution Type: **Commits** ▼

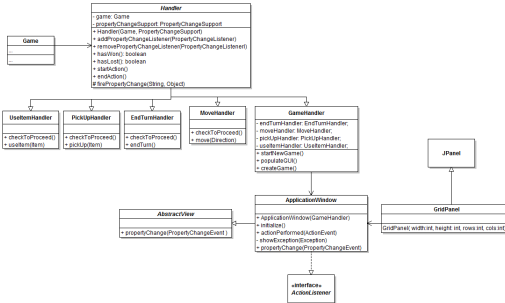


Uren gepresteerd: 45 uur per persoon.

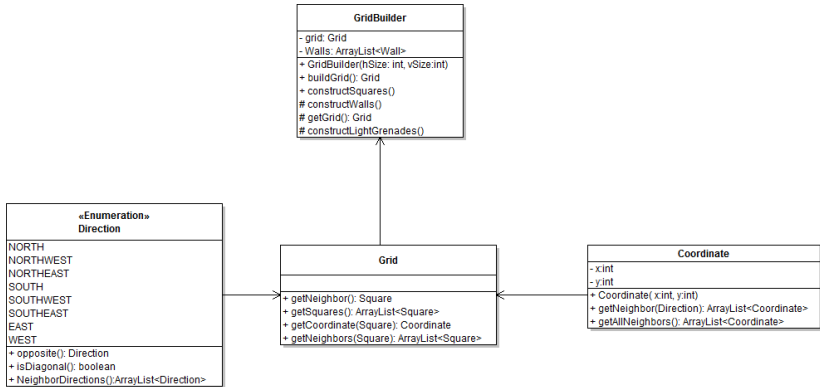
MVC



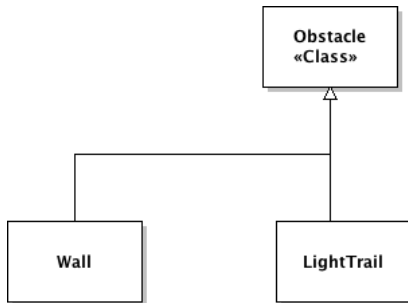
Handlers and view



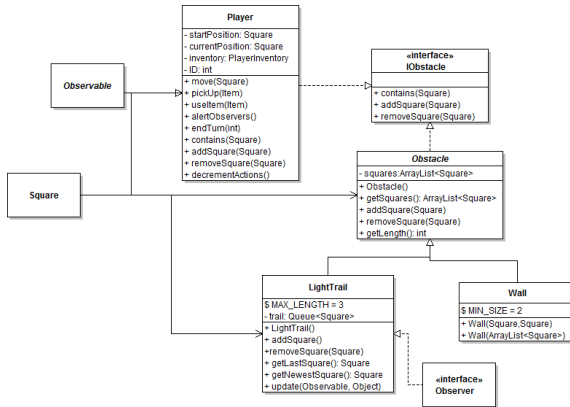
Grid



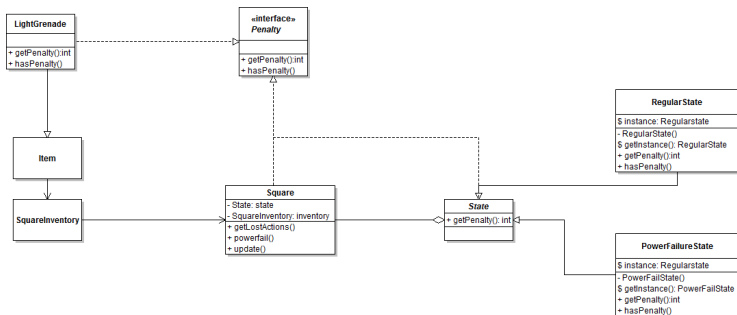
Obstacle interface



Obstacle Observer



States and Penalty



End Turn

Besluit

Bedankt voor uw aandacht.