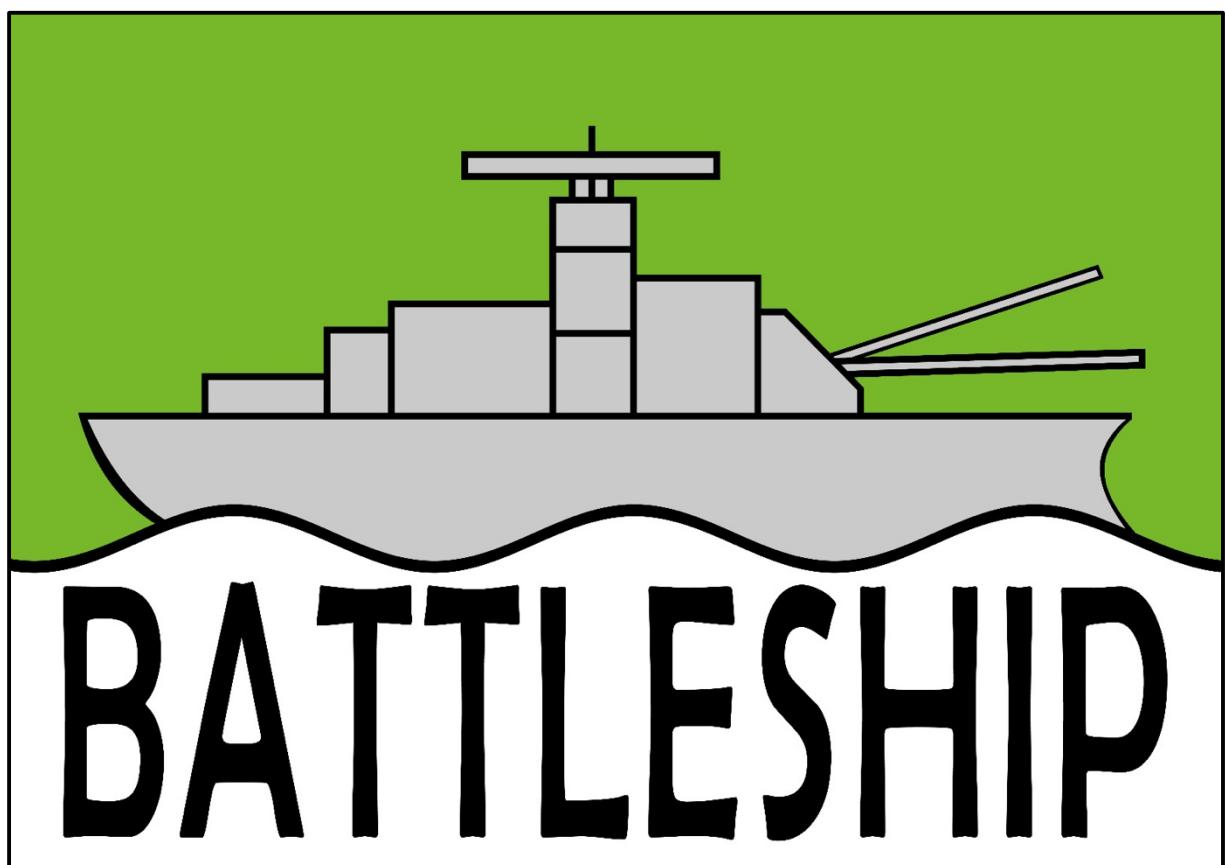


Project-Report “Battleship - The Game”



Michael Derler, Stefan Heider, Gerhard Lambrecht, Verena Leifert

SWENGB | IMA16 | WS2017/18

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1. Project Team

The Team:

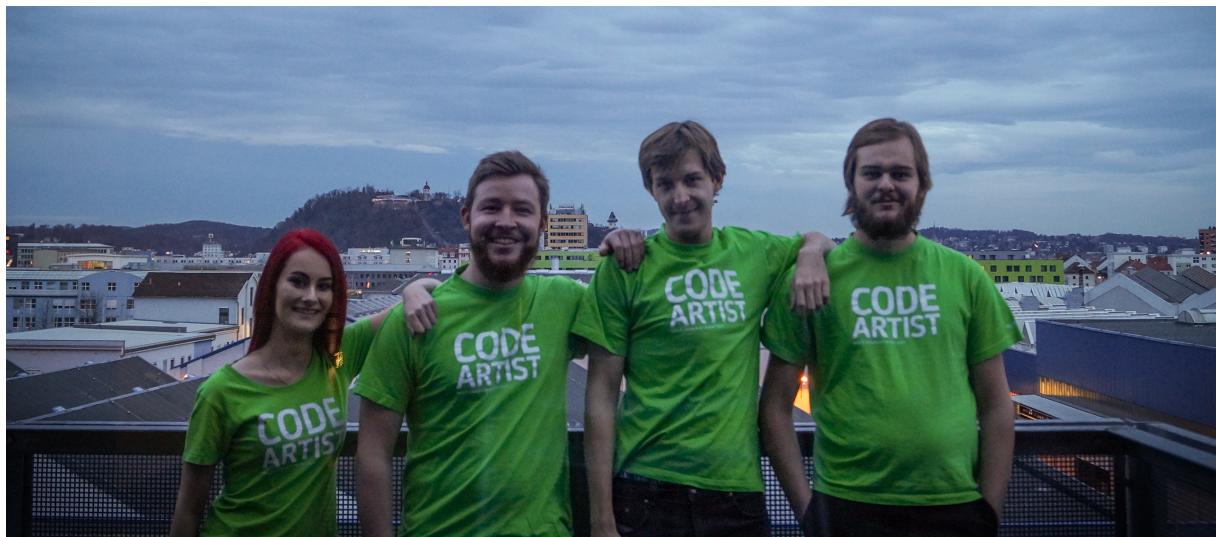


Figure 1 Verena Leifert, Stefan Heider, Michael Derler, Gerhard Lambrecht

Team ID: 8301!=8200

Team Name: Lahö!=Gleisi Kabarett

Teammembers: Michael Derler (derlermi16),
Stefan Heider (heiderst16),
Gerhard Lambrecht (lambrech16),
Verena Leifert (leifertv15)

Responsibilities:

Michael: Presentation, Design Implementing

Stefan: Documentation, Testing

Gerhard: Manual, Time and Cost estimation, Work Breakdown Structure

Vee: Team leader, Mock up designing

Everyone participates in every field. The programming tasks are divided between the project members.

2. Time Estimation

CODING (230 Manhours):

Testing: 30 Manhours

Screens (javafx): 65 Manhours

Features: 135 Manhours

ARCHITECTURE (46 Manhours):

Code Planning, Coding Decisions: 15 Manhours

Design (Mockups...): 30 Manhours

License: 1 Manhours

ORGANISATION (11 Manhours):

Planning: 3 Manhours

(WBS, Time + Cost Estimation)

Project Management: 8 Manhours

(Meetings, Progress tracking, Deadlines, Milestones)

DOCUMENTATION (33 Manhours):

Project Report: 15 Manhours

Manual: 7 Manhours

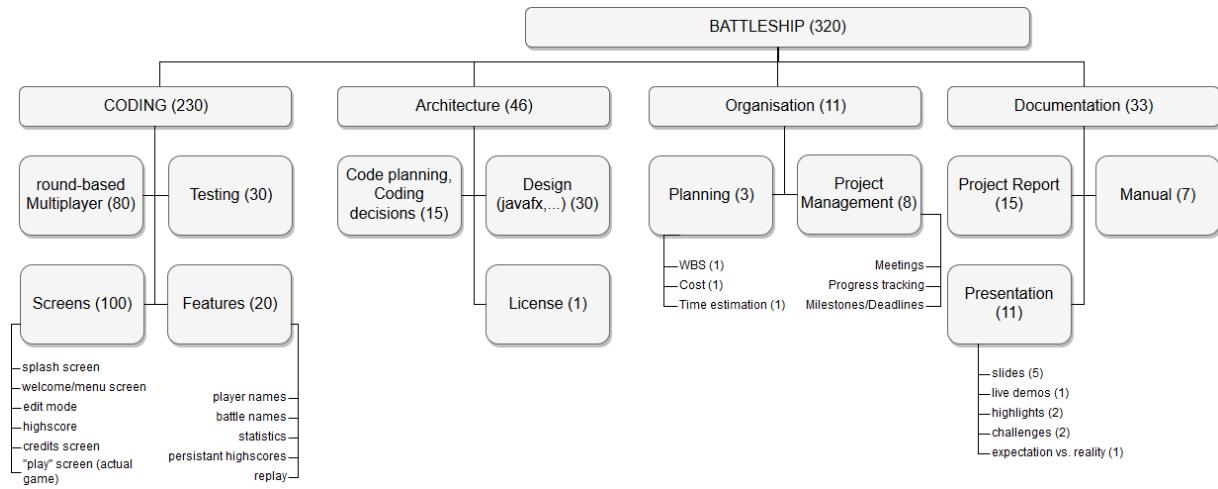
Presentation: 11 Manhours

3. Cost Calculation

Stundensatz Männer		€	80,00
Stundensatz Verena		€	79,00
Durchschnittlicher Stundensatz		€	79,75
Voraussichtliche Anzahl Stunden	320		
Voraussichtliche Kosten für Entwicklung		€	25 520,00
Empfehlung Verkaufspreis		€	5,00
Voraussichtlicher Break-Even-Point	5104		

4. Work Packages

Structure:



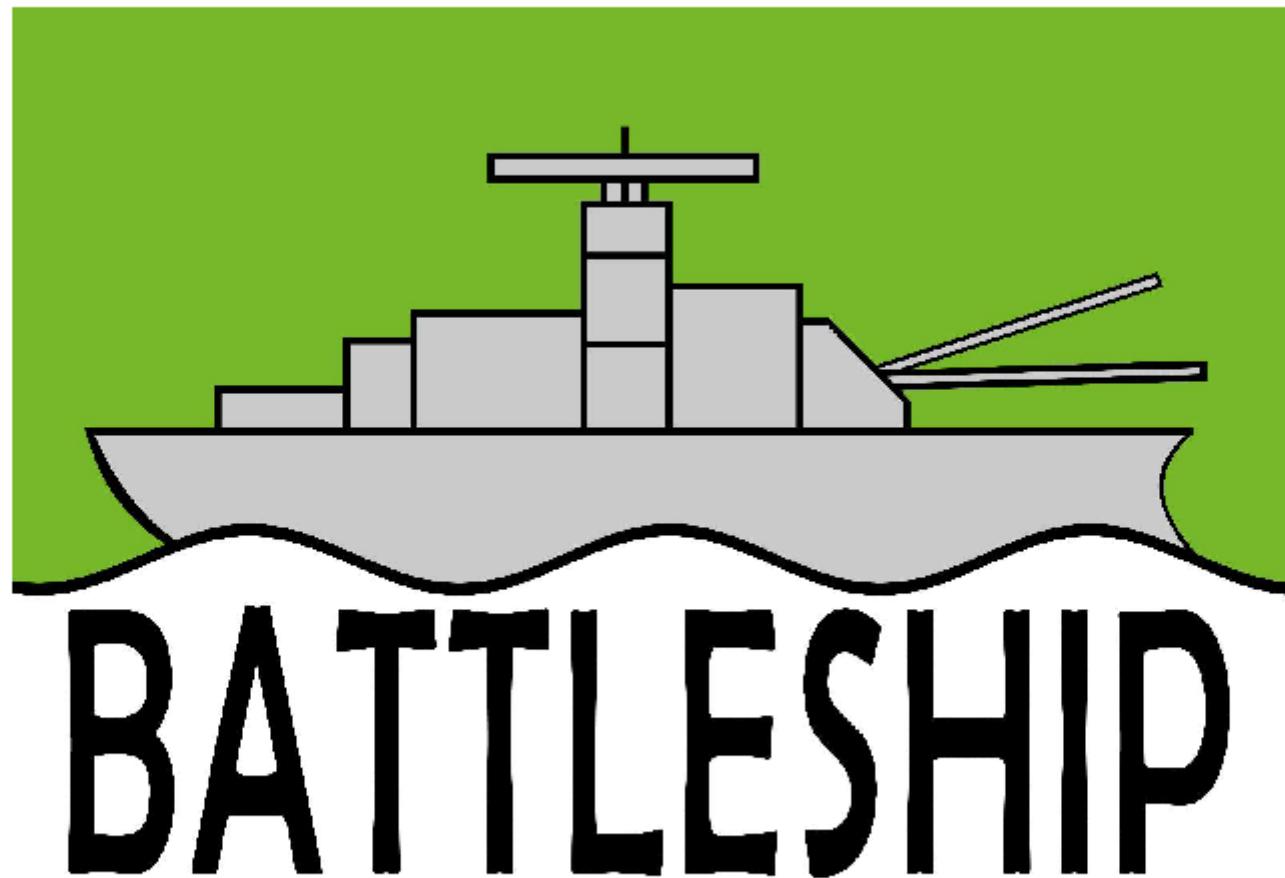
Packages:

WORK PACKAGE DESCRIPTION	RESPONSIBLE TEAM MEMBER	ESTIMATED MANHOURS
Splash Screen Javafx	derlermi16	6
Welcome/Menu Screen Javafx	derlermi16	6
Edit Mode Screen P1 Javafx	derlermi16	6
Edit Mode Screen P2 Javafx	heiderst16	6
Highscore Screen Javafx	heiderst16	6
Credits Screen Javafx	heiderst16	6
Play Screen P1 Javafx	leifertv15	6
Play Screen P2 Javafx	leifertv15	6
New Game Screen Javafx	leifertv15	6
Replay Screen Javafx	lambrech16	6
Game Over Screen Javafx	lambrech16	6
Multiplayer Functionality	lambrech16	60
Player Names	heiderst16	10
Battle Name Generator	lambrech16	10
Game Statistics	leifertv15	15
Persistant Highscores	derlermi16	20
Replay Functionality in Highscro	heiderst16	20
designing tests	heiderst16	10
implementing tests	heiderst16	20
Coding Decisions	leifertv15	15
Mockup Drawing	leifertv15	30
License Decision	lambrech16	1
Work Breakdown Structure	lambrech16	1
Cost Estimation	lambrech16	1
Time Estimation	lambrech16	1
Organisation of Meetings	leifertv15	4
Progress Tracking	lambrech16	1
Milestones/Deadlines	lambrech16	3
Project Report Writing	heiderst16	10
Manual Writing	lambrech16	5
Project Report Design	heiderst16	5
Manual Design	lambrech16	2
Presentation Slides	derlermi16	4
Presentation Live Demo Prepar	derlermi16	1
Presentation Highlights Prepar	derlermi16	2
Presentation Challenges Prepar	derlermi16	2
Presentation expectation vs read	derlermi16	1
Presentation presenting	all	1
Sum		321

5. Mock Up

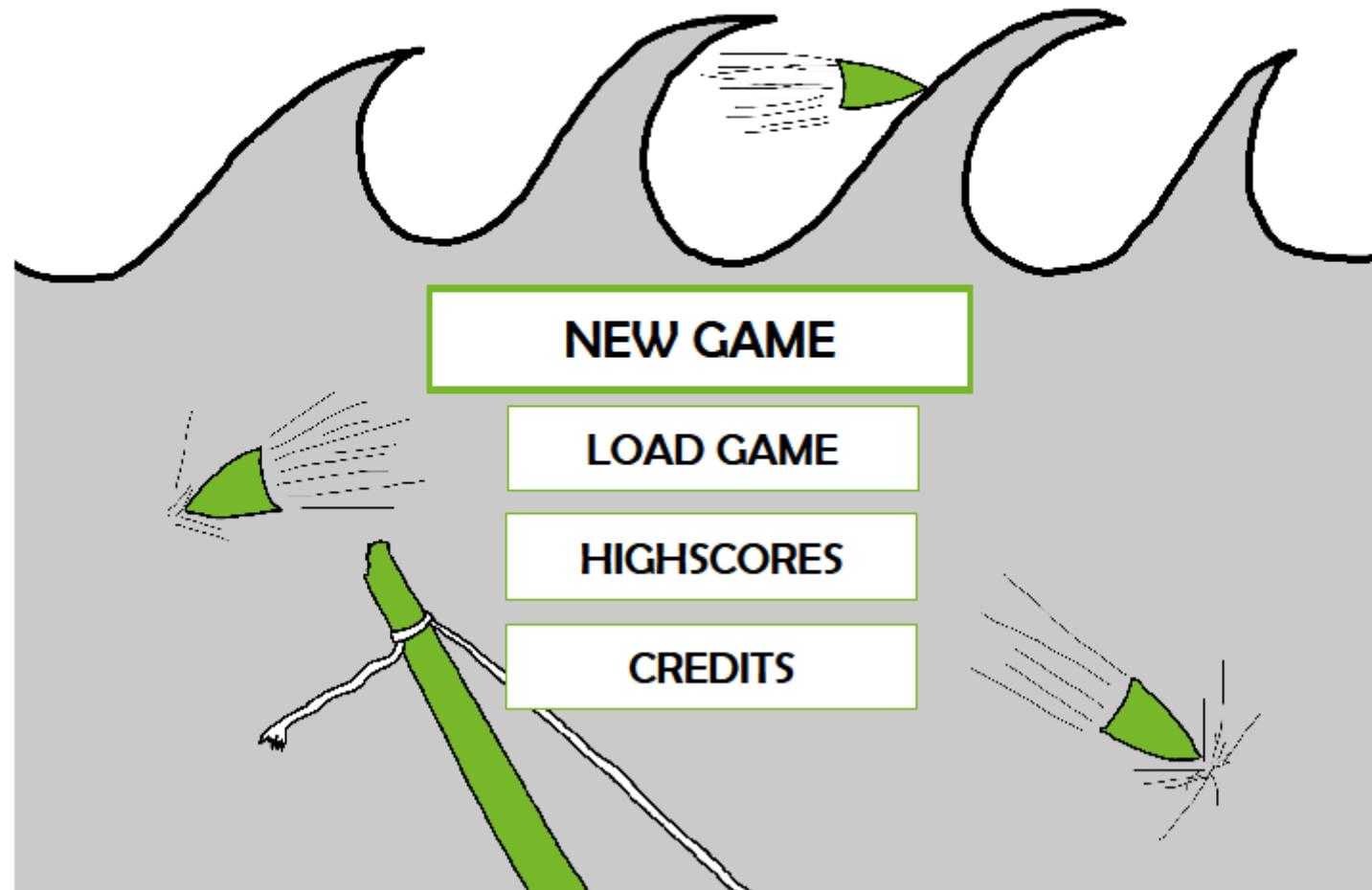
On the following pages.

1;Splash Screen; clicking on it -> Welcome screen, schriftzug click to continue mit transparenten button über ganzes bild??



2;Welcome Screen; new game-> new game screen, load game-> prompts to load a saved game file, highscores-> highscore screen, credits-> credit screen
!!Size of Buttons increases on mouse-over (like new game here)!!

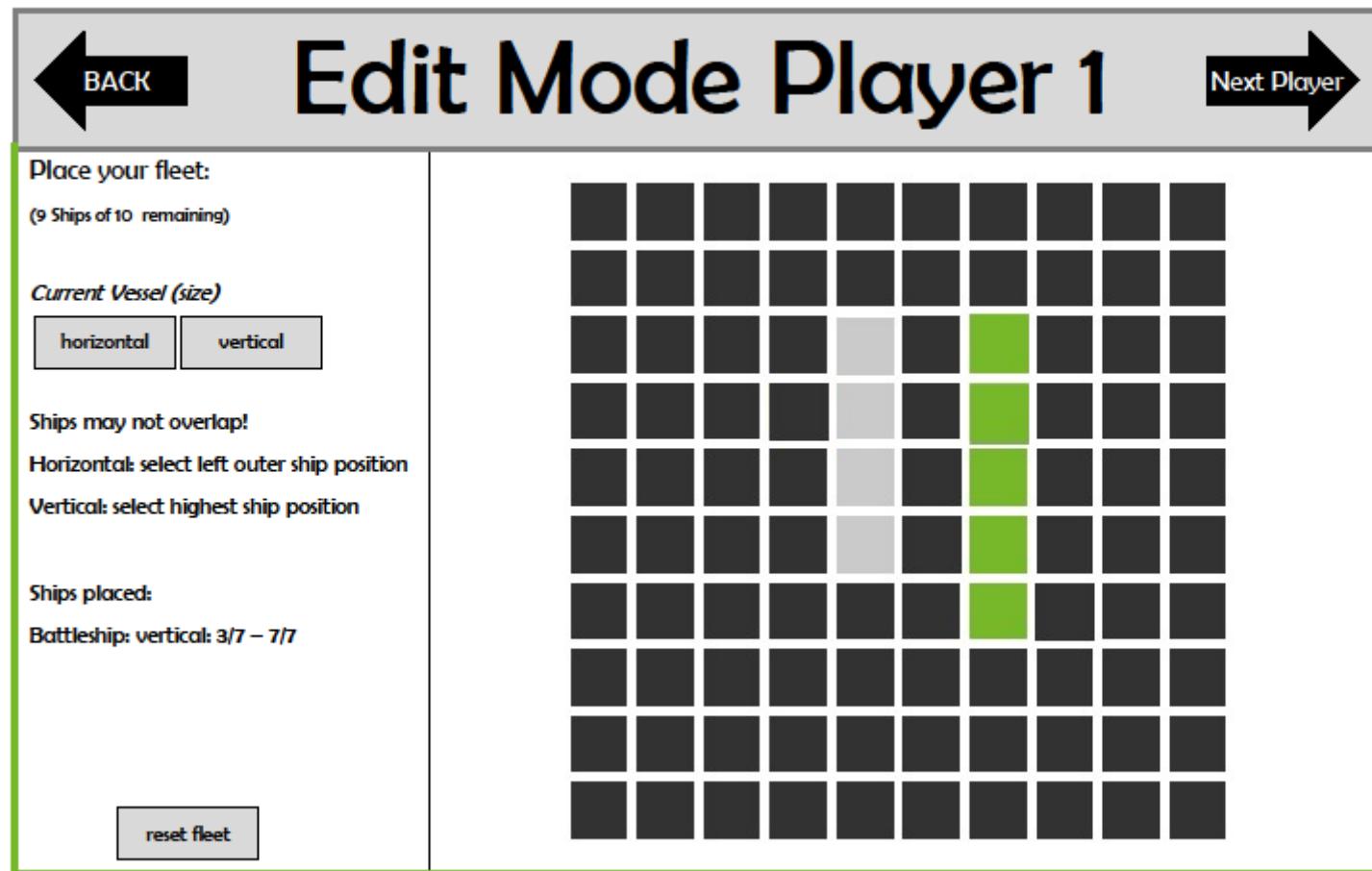
BATTLESHIP



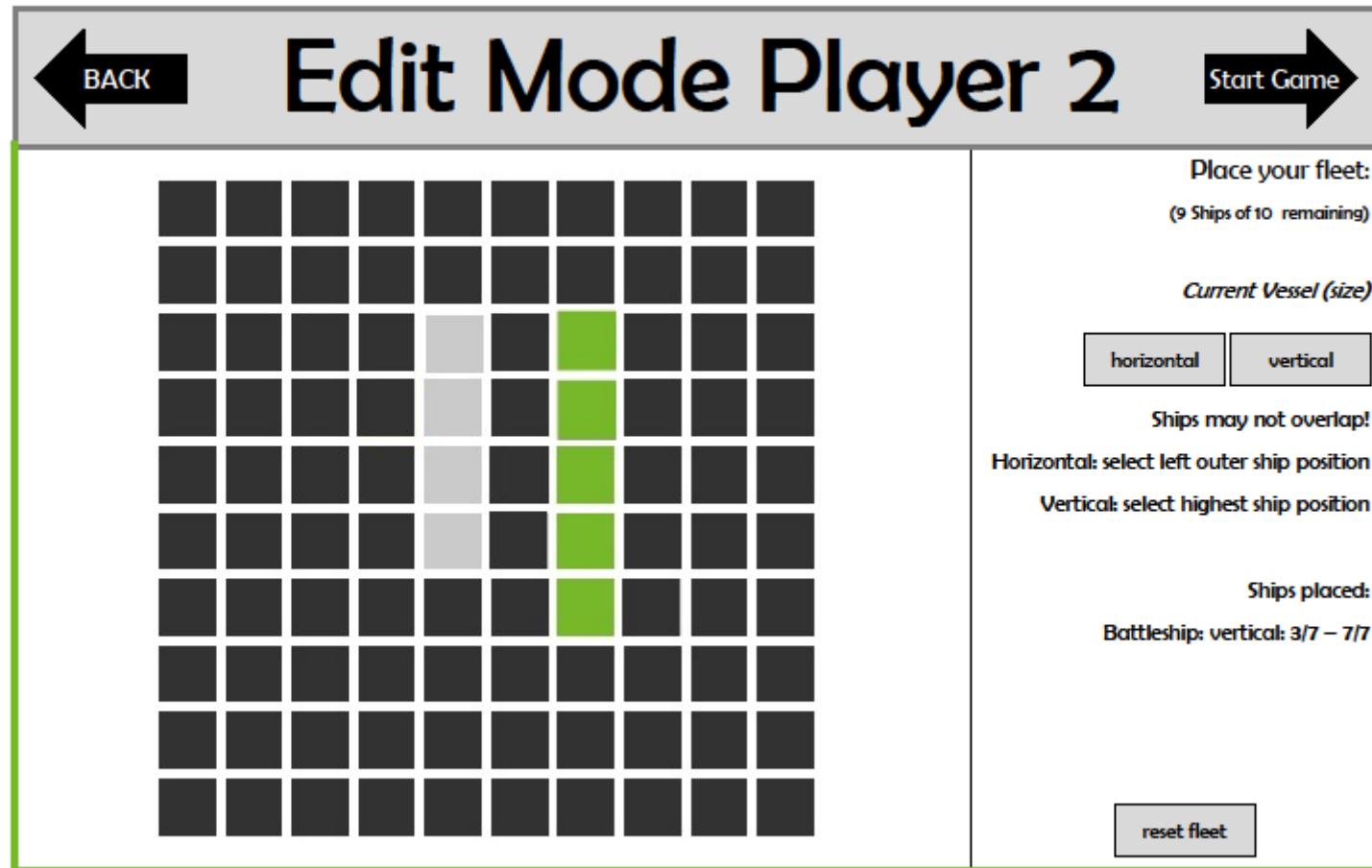
3; New Game Screen; Name of the Game: 4 Random Words; Continue → Edit Mode Player 1



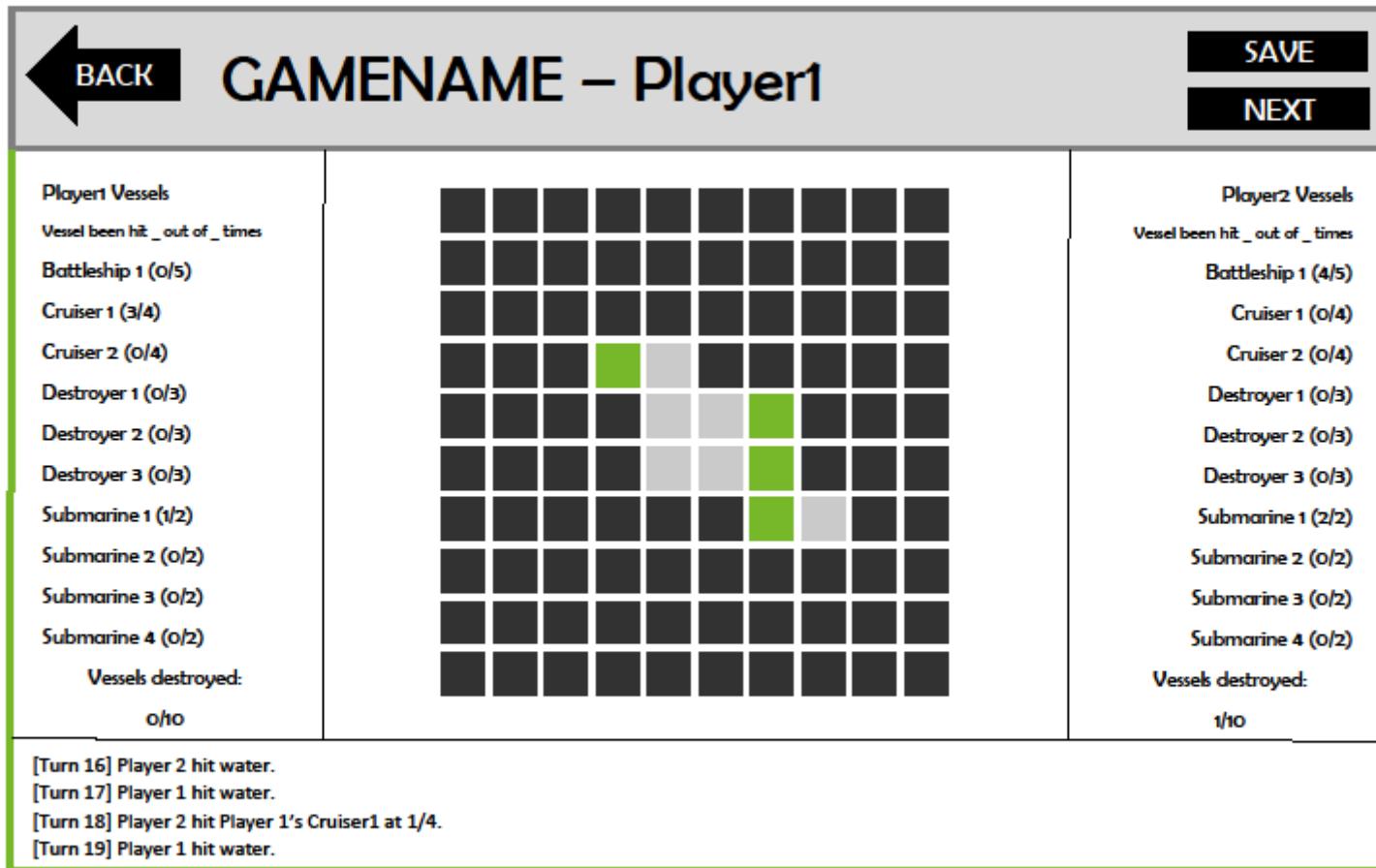
4; Edit Mode player 1-> next player -> edit mode player 2; 1BS,2CR,3Des,3Sub; Current Vessel (size) for example Cruiser1(4), set vessels are green, hover is grey in size of current vessel to place, reset fleet removes all placed ships to make them resettable, hover with vessel out of bound or overlapping vessels color red



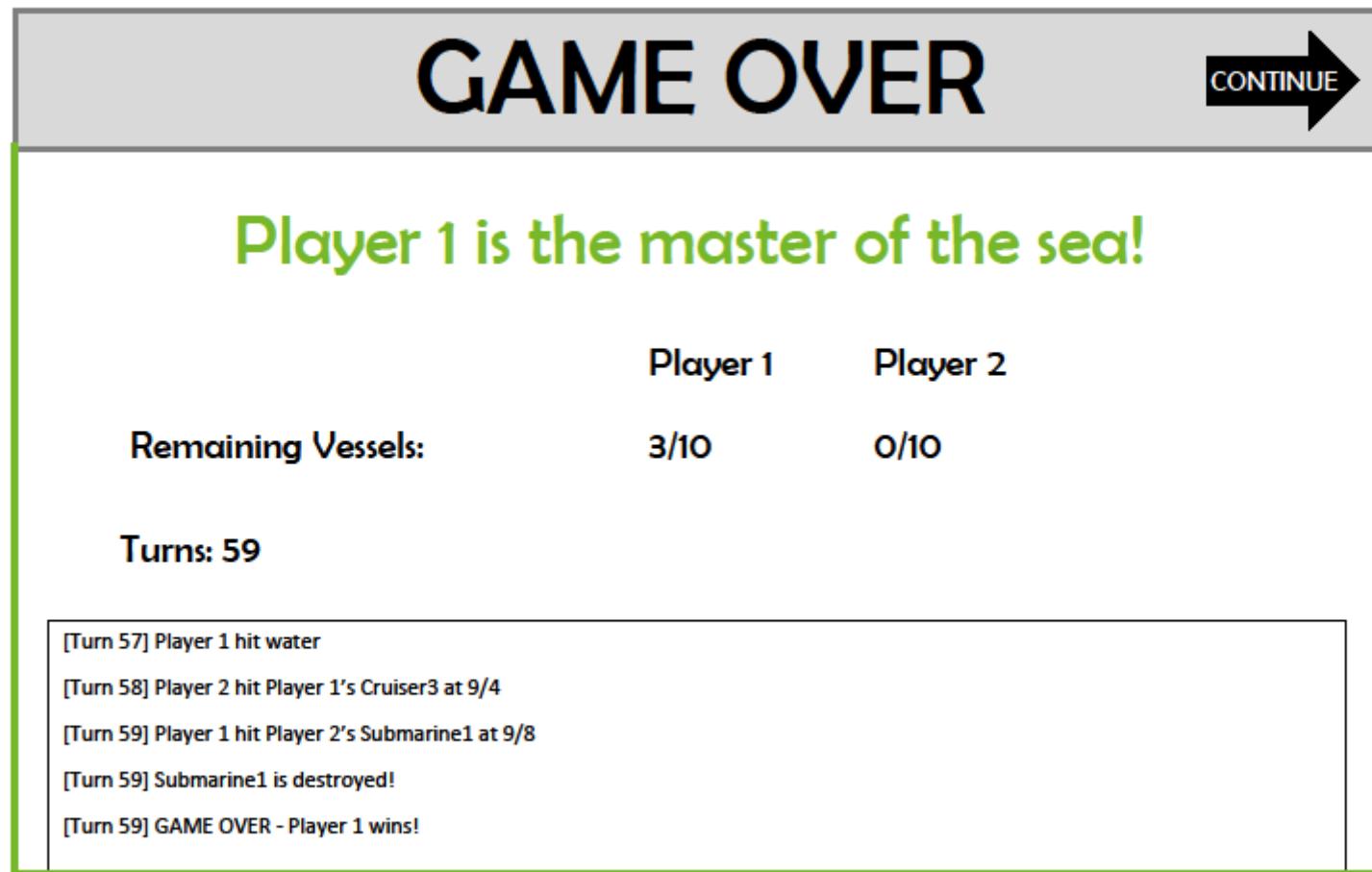
5; Edit Mode player 2-> start game -> game mode



6; In Game Screen; back -> Welcome Screen; Instead of Player1, Player2 and Gamename, the real names are displayed



7; Game over Screen, continue -> highscores screen



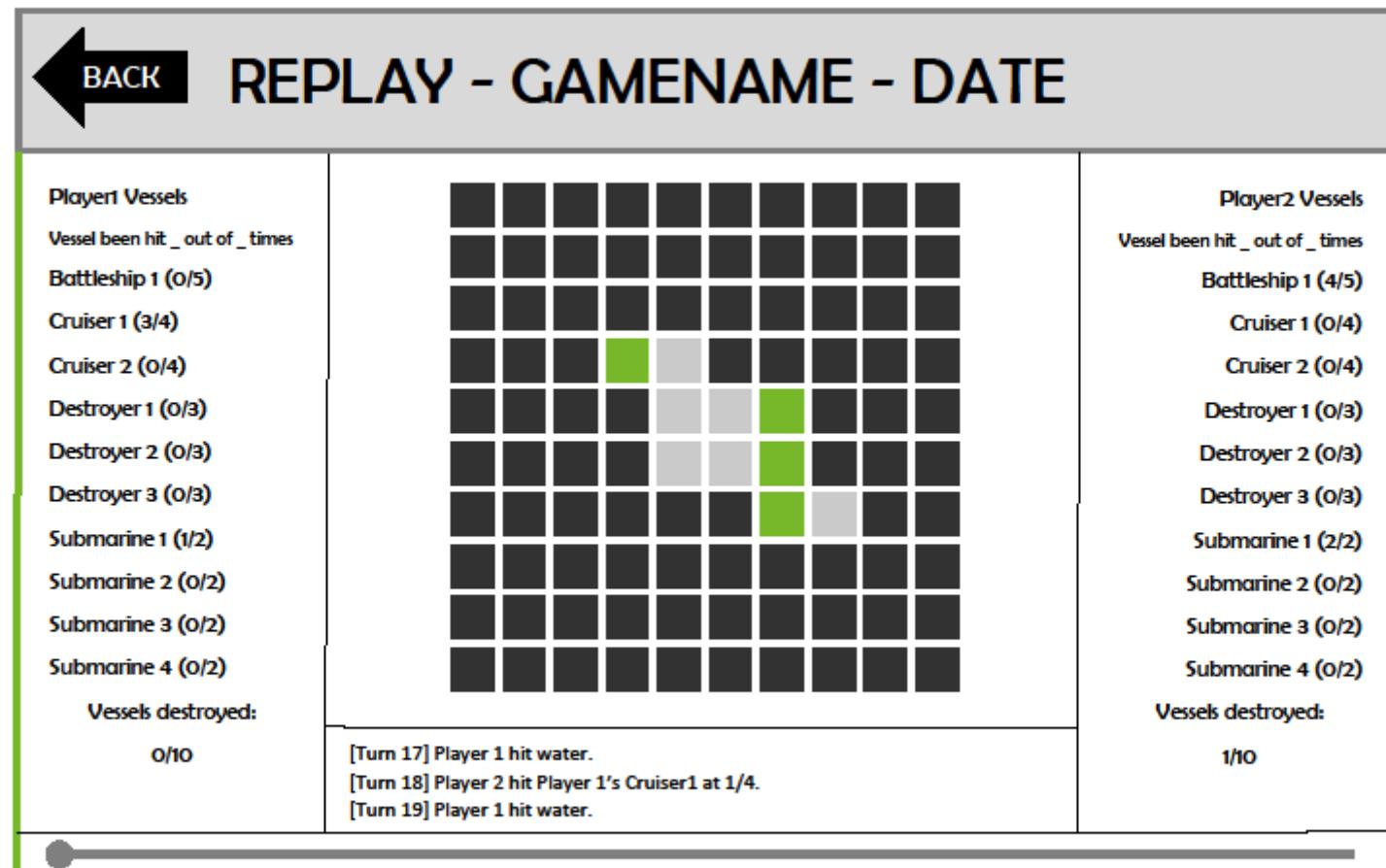
8; Highscores Screen; back to menu-> welcome screen, sorted newest first, click on replay button-> replay screen

BACK **HIGHSCORES**

DATE	Winner	Game Name	Turns	Replay
2017-12-20	Vee	Random Default Game Name	59	◀▶
2018-01-05	Swaggy	Horrible Battle of Urschaberg	88	◀▶
2018-01-12	HeiSte	Wrong Turn At Laßnitzhöhe	198	◀▶
2018-01-15	Michaelles D. Gonzo	Vegan Struggle in Graz	199	◀▶
...
...
...

Stellen Sie sich hier eine Scrollleiste vor

9; Replay Screen; back -> highscore screen; Instead of Player1, Player2 and Gamenname, the real names are displayed; DATE is actual date of the game played



10; Credits Screen, back to menu-> welcome screen

BACK **CREDITS**

SWENGB Project – BATTLESHIP the game
WS 2017/18 Information Management
FH JOANNEUM

TEAM ID: 8301!=8200
TEAM Name: Lahö!=Gleisi Kabarett
Team leader: Verena Leifert
Student 2: Stefan Heider
Student 3: Michael Derler
Student 4: Gerhard Lambrecht

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This work is free. You can redistribute it and/or modify it under the terms of the Do What The Fuck You Want To Public License, Version 2, as published by Sam Hocevar. See the copying.txt file for more details.

Every student participated in every field (Programming, Designing and Implementation, Testing)
All photographs and illustrations were taken / designed by the project team.



6. Manual

GL

7. Time Documentation

Activity	date	Student	description	manhours
first organisational steps	20. 12. 17	Leifertv15	writing email with team details, creating project-report file and basic layout, creating todo-file, introduction of the project team	4
Kick Off Meeting	27. 12. 17	All	Task allocation, group photo, work breakdown structure, time + cost estimation, mock up creating, next meeting date	20
Splash Screen Creating	28. 12. 17	Leifertv15	Recreated the splash screen from the paper design with Photoshop	4
Creating Welcome Screen	30. 12. 17	Leifertv15, Lambrech16	Recreate welcome screen design from paper with photoshop	6
Mock Up creating	1.1.18	Leifertv15	Recreating mock ups from paper with word	1
WBS	2.1.18	Lambrech16	WBS diagram	1
Mock Up refinement	5.1.18	Leifertv15 Heiderst16 Derlermi16	Refining the Mock Ups in Word	18
Mock Up refinement	5.1.18	Lambrech16	Refining the Mock Ups in Word	4
Licensing	5.1.18	Lambrech16	Research on Software Licenses and Deciding on using WTFPL	1
Distributing Responsibilities	5.1.18	All	Based on preliminary WBS, decided who will be responsible for which areas and refined the WBS a little	5
Project Report	5.1.18	Lambrech16	Put finished documents in project report	1

1 DEADLINE 14.1.2018

2 DEADLINE 23.1.2018

3 DEADLINE 25.1.2018

8. Sources

Team photos by Michael Derler, 27. 12. 2017

Cover photo/ Splash Screen & Welcome Screen Picture by Verena Leifert, 28.12.2017

9. Image Index

Figure 1 Verena Leifert, Stefan Heider, Michael Derler, Gerhard Lambrecht.....1