

# Go Fish

A CS205 Software Engineering Project for Dr. Jason Hibbeler

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Scott MacEwan   Danielle Steimke

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# Overview

- Credits
- High Level Game Design
- Development Process
- Statistics
- Game Demonstration
- Conclusions and the Future

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- User Interface: Ethan Eldridge
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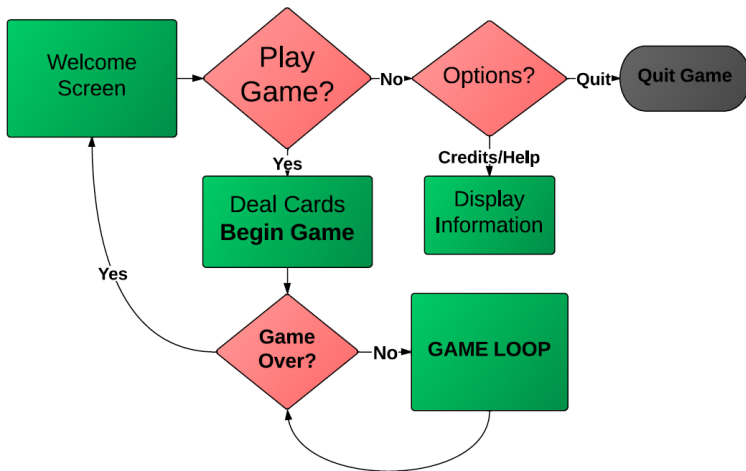
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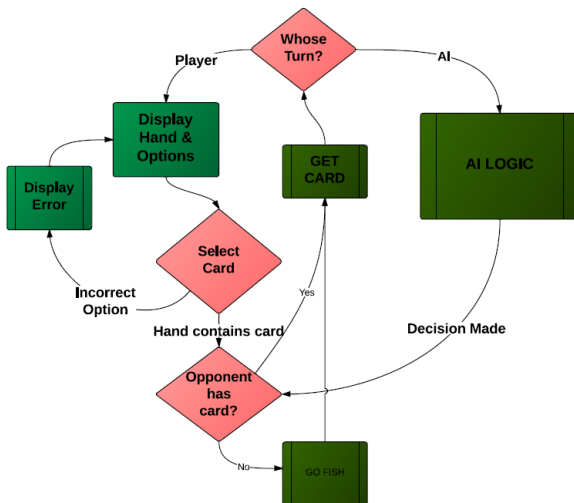
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# Game Overview

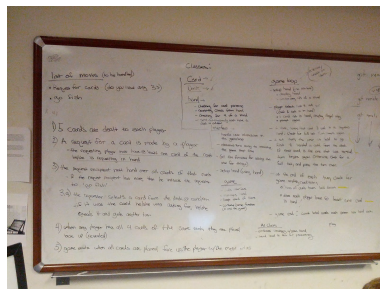


# Core System Logic



# Initial Planning

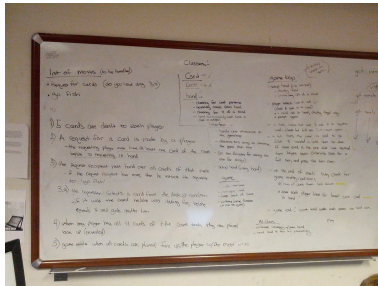
- We all sat down and whiteboarded the overall design
- Using Josh's premade classes of Deck, Card, and Hand as a template we planned out interfaces
- We set up git repositories and remotes to allow for a distributed source





# Initial Planning

- We created a google Drive project specifying
  - Contact Information
  - Areas of Responsibility
  - Game Specifications
- And set up times to meet and delegation of coding



# Developing Code

- We developed our code with a waterfall like specification stage. But an organic iterative implementation loop
- A java interface and shell classes guided the flow of the project
- At the same time, the code-skeleton allowed enough flexibility to adapt to changing circumstances



# Developing Code

- Coordination between group members was integral to the process
- We used email, chat, github commits and messages, and group coding sessions
- Git allowed us to distribute the source and keep up to date iterations amongst the group



# Statistics

## ■ LAWL WHAT

# Demonstration

Look at our sweet game of go fish!

# What worked?

- Planning Ahead
- Using Git for code coordination
- Group coding sessions
- Our Group Dynamic
- Agreed on Coding Standards
- Code partitioning between members
- Communicating with each other

# What didn't Work

- Conflicting Schedules
- Learning curve of git for new people for it
- Mitigated by having experienced git users in group
- Running out of work because of simple game

# Things to do next time

- Work in the same group because this one rocked!
- Spend a little more time on planning