FMT Reversi

by

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Roadmap

- Intro
- The project
- Demo
- Let’s dive into the code
- Conclusions

Introduction

- The aim of the project is to realize (in Java) Reversi game
- The game rules are based on Reversi on Wikipedia and Federazione Nazionale Gioco Othello
- The project has 3 target platforms:
  - Command line
  - Desktop
  - Android

The project - what did we use?

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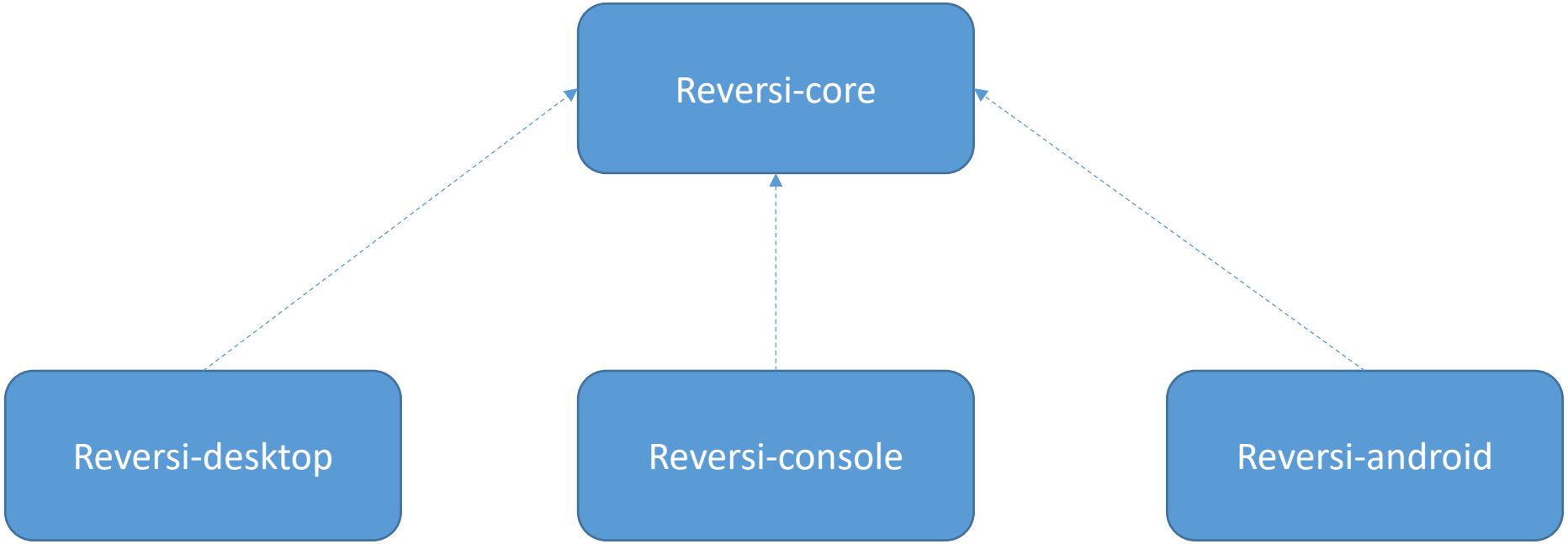
- Project is managed with Maven
- OpenJDK 11 (for Android OpenJDK 8)
- Github hosts project source code (IntelliJ git integration)
- Issue were managed in github
- Continuous Integration tools: Travis CI
- Test coverage: Codecov
- Code quality: SonarCloud
- IDEs from JetBrains: IntelliJ, Android Studio

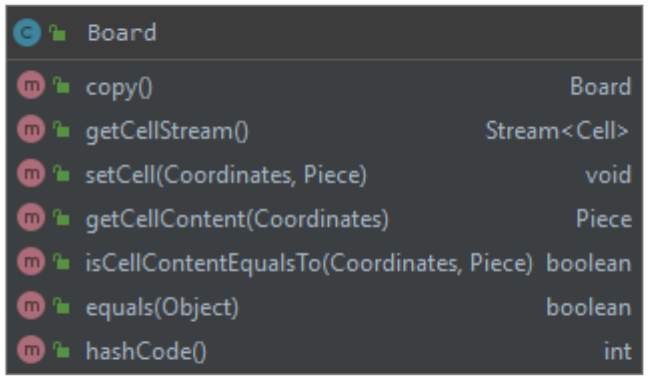
The project - what did we do?

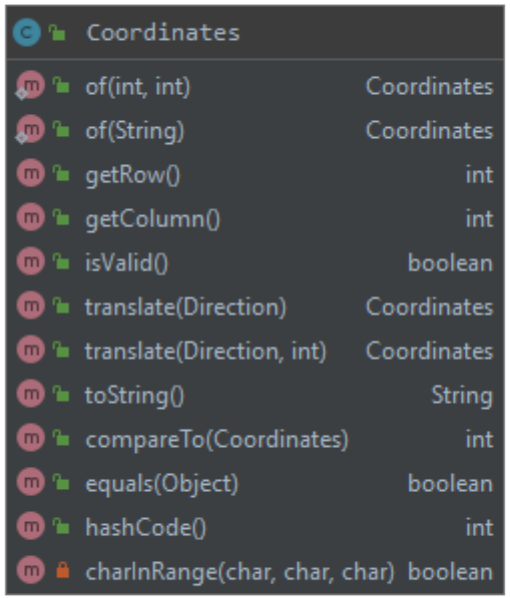
- Think!
- We use agile methodology to develop the software
- 4 x 1 week sprint
  - One big briefing at week beginnig
  - Daily check
  - We (try to create) for each activity an issue
- First phase had a bottom up approach (starting from documentation) to define entities
- Following phases use a top down approach

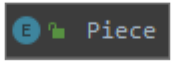
The project - modules

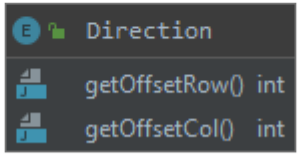


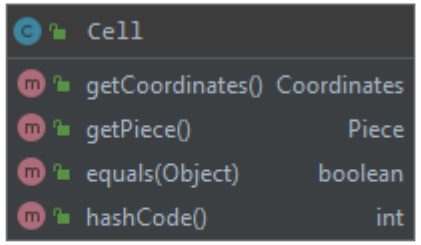
Entities – part 1



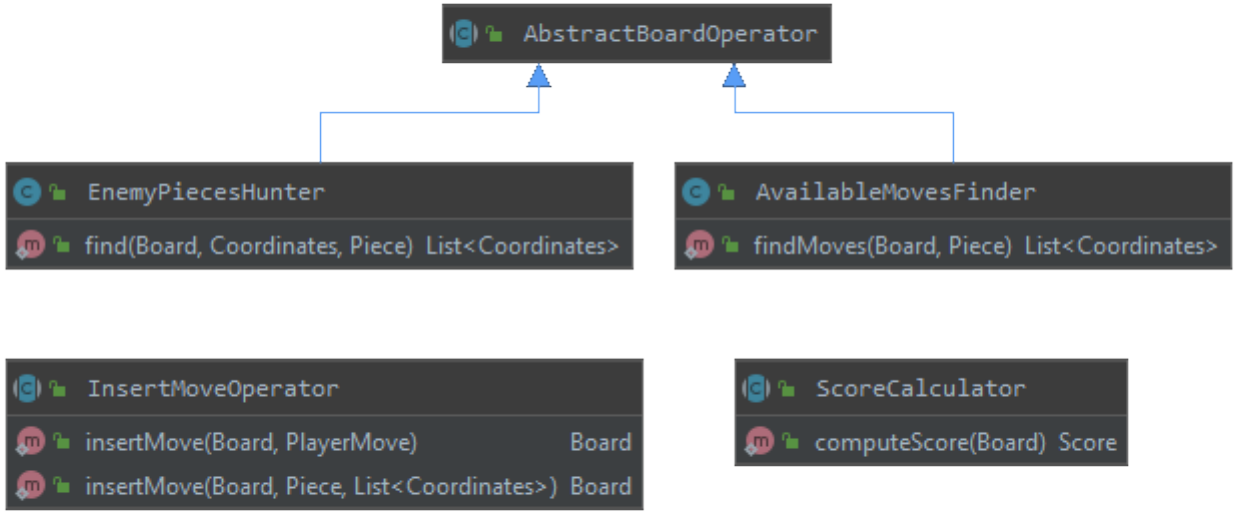




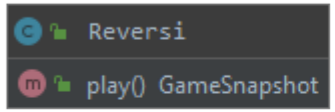


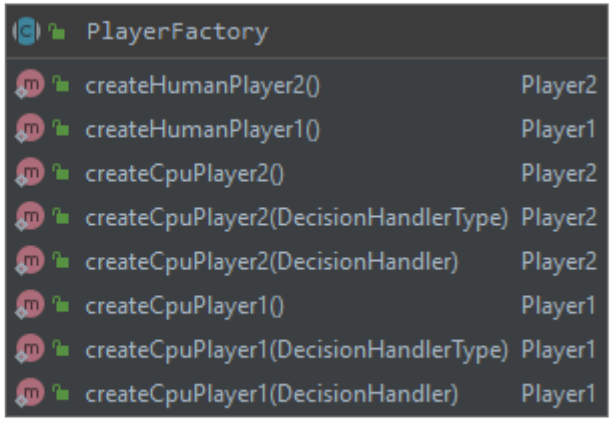


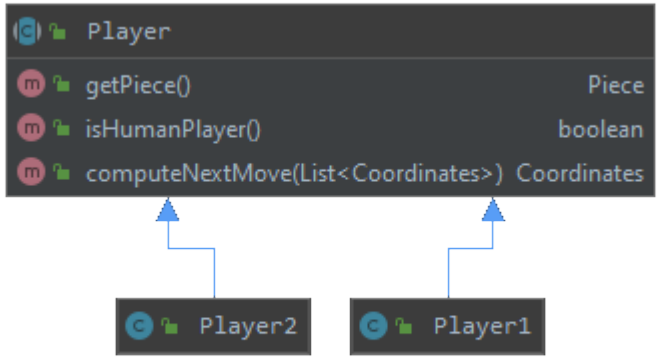
Entities – part 2

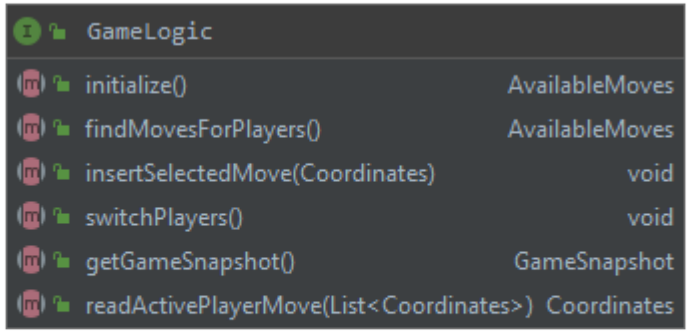


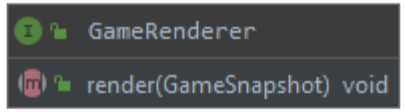
Entities – part 3

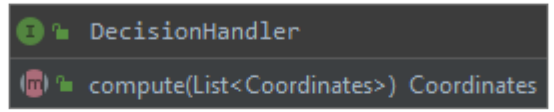


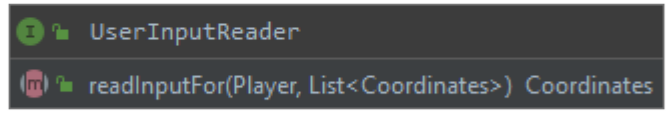












Demo

It’s time to play!

Android version available on [Google Play Store](https://play.google.com/store/apps/details?id=it.fmt.games.reversi.android)

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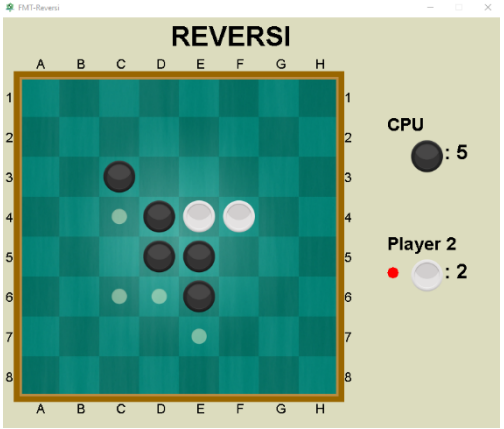
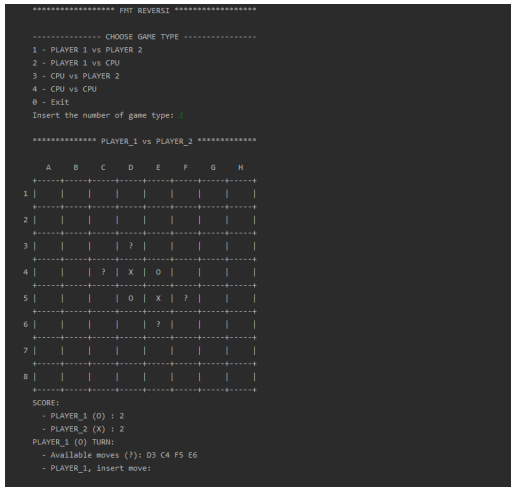
Desktop and Console versions are ready to be run!

SCAN ME





Some interesting links

- FMT Reversi source code on Github
- FMT Reversi Android source code on Github
- Travis CI
- CodeCov
- SonarCloud

Conclusions

- FMT Reversi can be improved:
  - Support for other platform (web)
  - Improved IA for CPU players
  - PS4 version cooming soon!
- Any question?

Thanks!