1. Implementation

We started working on our implementation after we submitted our design and analysis reports. We divided the implementation into 2 main parts: GUI and code. These 2 parts were then further divided between group members. We used GitHub to maintain our code and synchronize the progress between group members. We used Eclipse for the code and IntelliJ for the GUI. Then we combined these in IntelliJ. IntelliJ and Eclipse are directly connected to GitHub, this made life very easy for us. Updating the GitHub directory has been very simple thanks to the pull and push functionality.

Ege and Yagız worked on designing the GUI together. So far they mostly acted as one rather than working on separate parts to allow for consistency in the user interface of our game. Now that the fundamentals of the interface are set they plan to complete the remaining parts of it independently. Simge, Zeynep and Mustafa worked on the backend. They initially sat together and created the skeletons of every class to ensure they all had the same understanding about how the system would work together. After that each member chose the classes that best fit their interests and started working on them independently. Even after countless meetings and diagrams, some members would have some questions about the implementation. When such questions arose our whatsapp group came in handy and every question was quickly answered.

Obviously we could not finish everything so we tried to get the basics working with a limited budget ( 0 tl) with even more limited time. Below you can see what we have been able to get working: