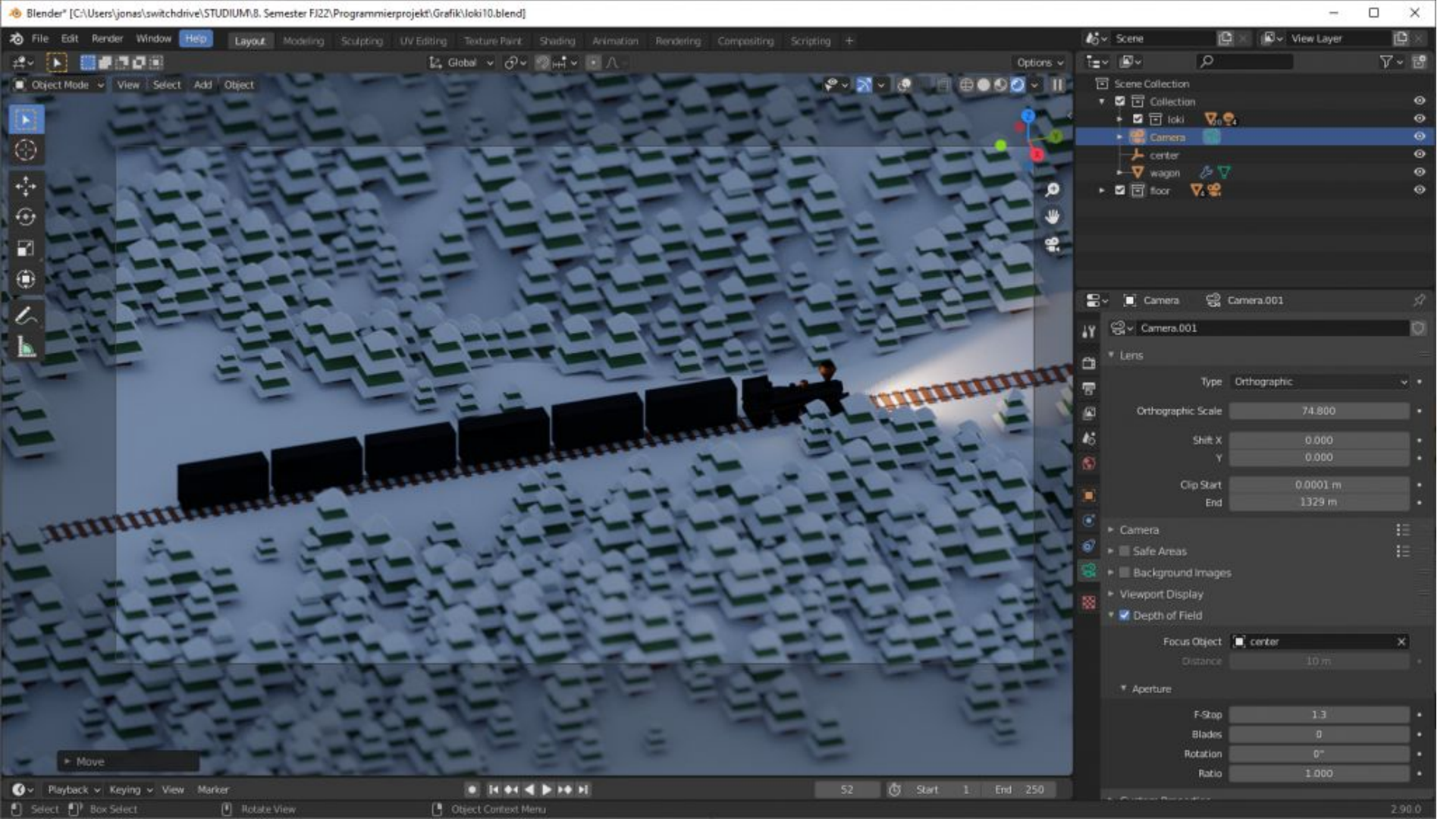
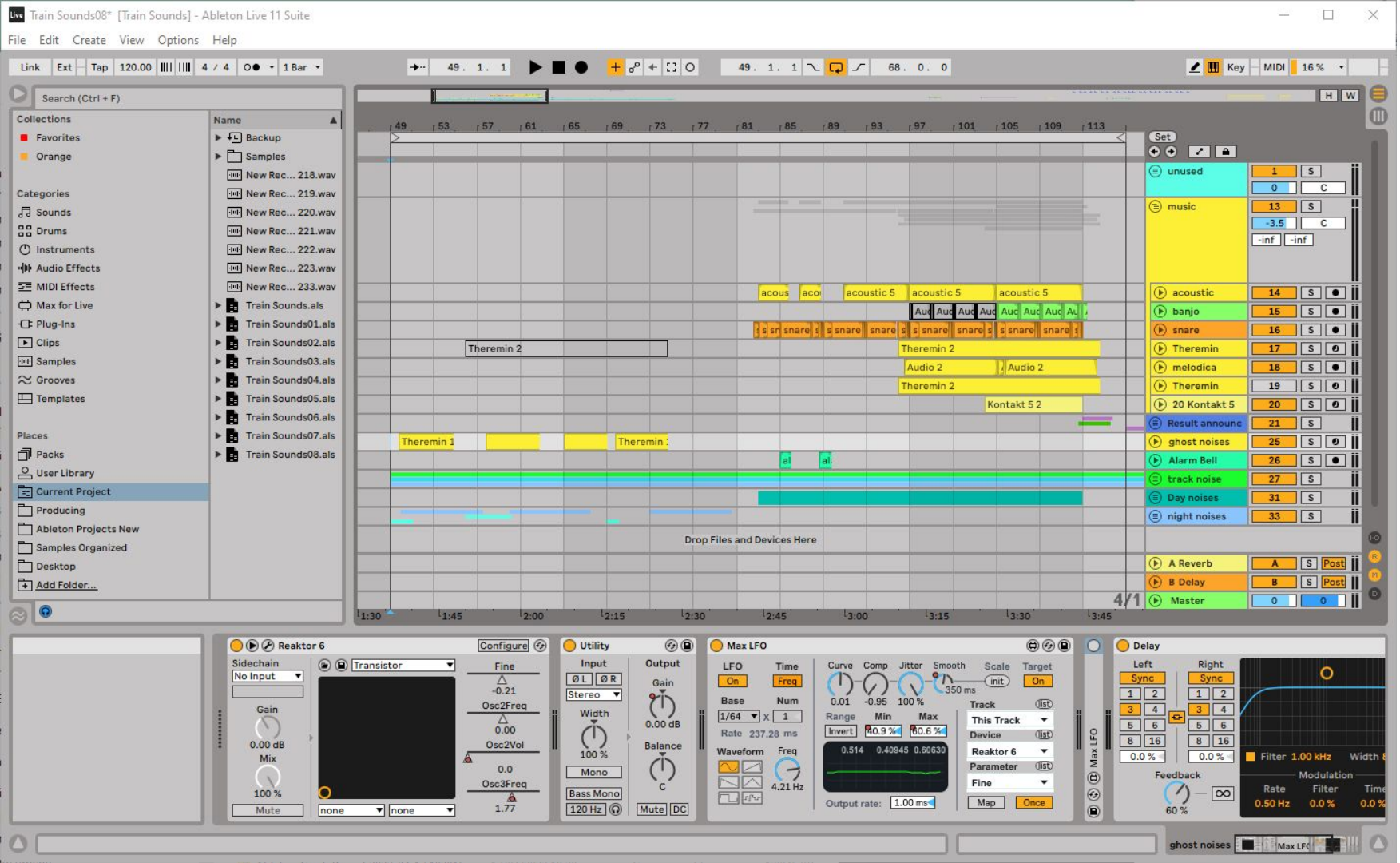
Gruppe 8

Vorlesung Programmierprojekt FS 22
Basel

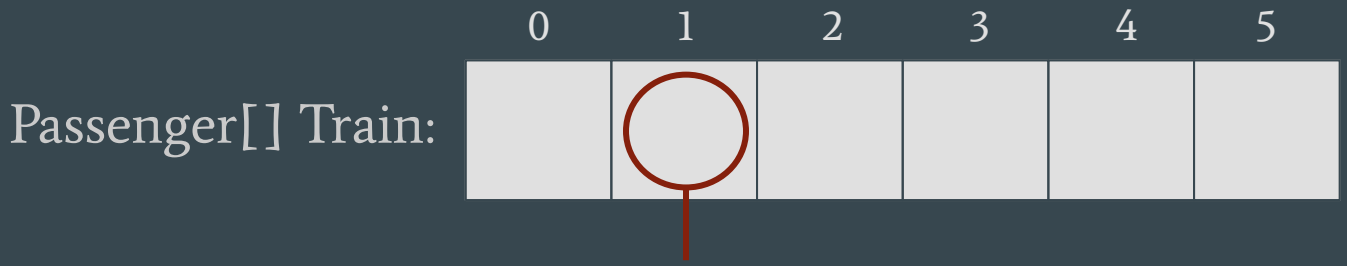
Alexandr Sazonov, Jonas Biedermann,
Sebastian Lenzlinger, Seraina Schöb

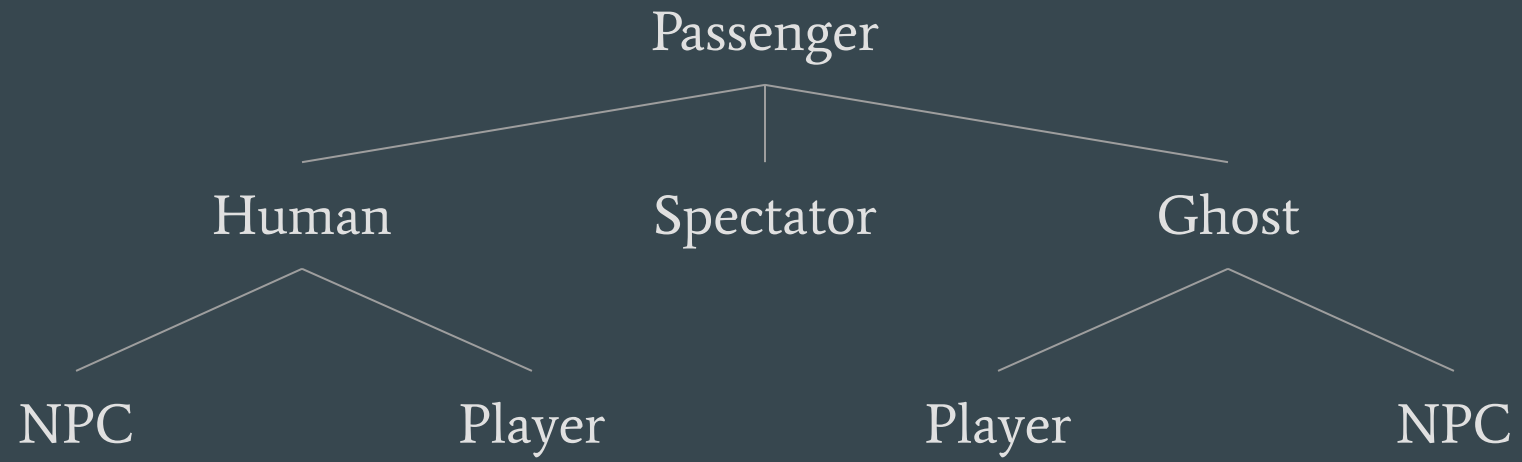

Blender* [C:\Users\jonas\switchdrive\STUDIUM\8. Semester FJ22\Programmierprojekt\Grafik\loki10.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Object Mode View Select Add Object
Global
Options
Scene
View Layer
Scene Collection
Collection
loki
Camera
center
wagon
floor
Camera
Camera.001
Lens
Type Orthographic
Orthographic Scale 74.800
Shift X 0.000
Y 0.000
Clip Start 0.0001 m
End 1329 m
Camera
Safe Areas
Background Images
Viewport Display
Depth of Field
Focus Object center
Distance 10 m
Aperture
F-Stop 1.3
Blades 0
Rotation 0°
Ratio 1.000
Move
Playback Keying View Marker
52
Start 1
End 250
Select
Box Select
Rotate View
Object Context Menu
2.90.0


Train Sounds08* [Train Sounds] - Ableton Live 11 Suite
File Edit Create View Options Help
Link Ext Tap 120.00 4 / 4 1 Bar
Search (Ctrl + F)
Collections
Favorites
Orange
Categories
Sounds
Drums
Instruments
Audio Effects
MIDI Effects
Max for Live
Plug-Ins
Clips
Samples
Grooves
Templates
Places
Packs
User Library
Current Project
Producing
Ableton Projects New
Samples Organized
Desktop
Add Folder...
Name
Backup
Samples
New Rec... 218.wav
New Rec... 219.wav
New Rec... 220.wav
New Rec... 221.wav
New Rec... 222.wav
New Rec... 223.wav
New Rec... 233.wav
Train Sounds.als
Train Sounds01.als
Train Sounds02.als
Train Sounds03.als
Train Sounds04.als
Train Sounds05.als
Train Sounds06.als
Train Sounds07.als
Train Sounds08.als
Theremin 2
Theremin 1
Drop Files and Devices Here
unused
music
acoustic
banjo
snare
Theremin
melodica
Theremin
20 Kontakt 5
Result announc
ghost noises
Alarm Bell
track noise
Day noises
night noises
A Reverb
B Delay
Master
Reaktor 6
Utility
Max LFO
Delay

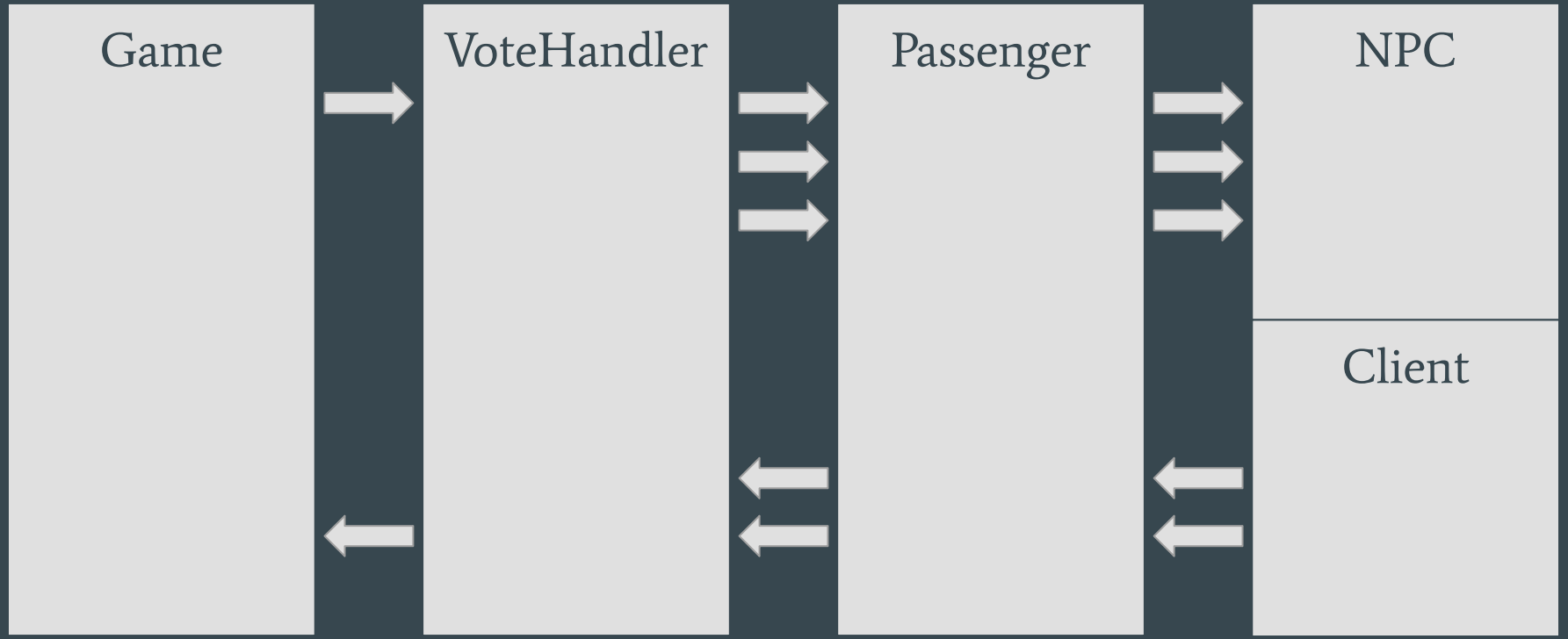
Demonstration

Game State


0
1
2
3
4
5
Passenger[] Train:


Passenger
Human
Spectator
Ghost
NPC
Player
Player
NPC

Game Logic



Qualitätssicherung

Qualitätsmerkmale

1) **Bedienbarkeit**
   - Erreichbarkeit
   - Mitteilungsgüte
   - Barrierefreiheit
2) **Testbarkeit**
   - Strukturiertheit
   - Abgeschlossenheit
3) **Verständlichkeit**
   - Prägnanz
   - Lesbarkeit
4) **Korrektheit**

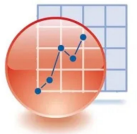
Angelehnt an Boehm et al 1976, S. 595

Qualitätssicherung

Massnahmen

1) **Coden**
   - Documentation-oriented
   - Regelmässige Sitzungen
   - Konstanter Austausch via Slack

2) **Testen**
   - Black & White Box
3) **Messen**
   - Lines of Code
   - Cyclomatic Complexity
   - Dependency
   - ➔ Analyse und Plots mit OriginPro



Vgl. Schneider 2021

Progress Report

Probleme in Milestone II:		Anpassungen:
1) Zu wenig Puffer	→	Mehr Zeit eingeplant
2) Kommunikation	→	Geplante Sitzungen
3) Codeverständnis	→	Documentation-oriented-coding

Time Management

	Alexandr	Seraina	Sebastian	Jonas
Milestone IV	Unit-Tests	GUI	GUI	Design & Sound
	Rule enforcement	Win state determination	JAR-Review	Unit-Tests
				Rule enforcement
Milestone V	Unit-Tests	GUI	GUI	Unit-Tests
	Game logic	QA report	Software architecture	Game logic
	Manual update	Gameplay video	Network protocol	

Fragen?

Quellen

Boehm B. W., Brown J. R., and Lipow. M.: «Quantitative evaluation of software quality» in *Proceedings of the 2nd international conference on Software engineering,* IEEE Computer Society Press, pp. 592–605, Washington DC, USA: 1976

Schneider K.: *Abenteuer Softwarequalität - Grundlagen und Verfahren für Qualitätssicherung und Qualitätsmanagement,* dpunkt.verlag, Heidelberg, DE: 2012