



Software Engineering Project Reflection

COMP 361 – Group 8

Eden Granovsky, Julia Miklas, Ruoyu Deng, Raneem
Shaar, Youngnam Hlady, Penn Xue, Muzhi Qi



01 UI
Wireframe

02 Use
Cases

03 JavaFX
UI Demo

04 Modelling



01 | UI Wireframe



Challenges

- Lack of familiarity with design principles
- Finding the right software
- Knowing where to start: What kind of components are needed for a UI/UX mockup?



02 | Use Cases

Play Splendor

Use Case: Play Splendor

Scope: Splendor

Level: User Goal

Intention in Context: The intention of *Player* is to play a game of Splendor with other *Players*.

Multiplicity: Multiple *Players* can play Splendor simultaneously. A player can only be active in one session at a time.

Primary Actor: *Player*

Secondary Actors: *Lobby*, *Player* who created Session (could be same actor as primary actor)

Main Success Scenario:

Admin must have added the Player user account to System prior to this use case.

1. *Player* asks *System* to log in.
 2. *System* queries *Lobby* for *Player* information required to load the lobby page and the available sessions and options for said *Player*.
 3. *System* presents *Player* with lobby main page.
 4. *Player* asks *System* to enter session.
 5. *System* verifies with *Lobby* that two or more *Players* have entered the session
 6. *System* prompts the *Player* who created the session to start the game.
 7. *Player* who created the session asks *System* to start the game.
 8. *System* sets board for the number of players in the session, asks *Lobby* for *Players'* birthdays to calculate youngest *Player* and sets said *Player* as first to go.
 9. *System* places *Players* into main game page.
- Repeat Step 10 until Check Winner subfunction in Take Turn executes successfully.
10. Each *Player* takes turns.
 11. *System* informs the *Players* on who the winner is.
 12. *System* sends all the *Players* back to main lobby page and asks *Lobby* to remove session.
- Player* can return to step 3 if they want to play another game.
13. *Player* logs out.

Extensions:

- 4a. *Player* chooses to create a session - use case continues at step 4.
- 4b. *Player* chooses to delete a session - use case continues at step 4.
- 4c. *Player* chooses to access player settings - use case continues at step 4.
- 4d. *Player* is *Admin*. *Player* chooses to access admin settings - use case continues at step 4.
- 8a. Two *Players* have the same birthday, *System* chooses one of two *Players* at random to break the tie.
- 10a. *Player* chooses to leave session. Use case ends in failure.
- 13a. *Player* wants to play another game - use case continues at step 4.

Challenges

- Project management: What is the most efficient way to divide work?
- How can we make sure work done separately is still cohesive & consistent?
- Difficulty in applying in-class principles to a complex design



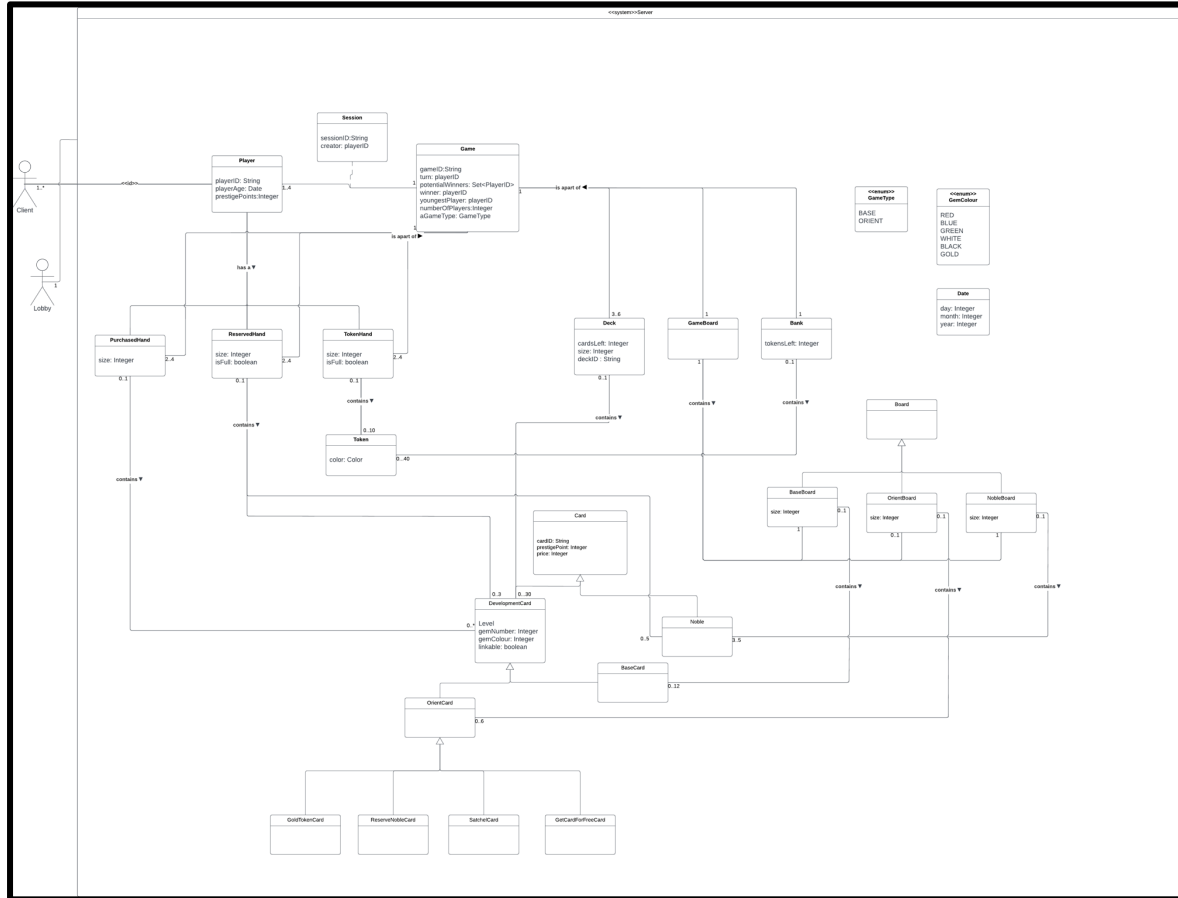
03 | Java FX Demo



Challenges

- Front-end coding – Where do we start?
- Challenging quickly learning a new language & finding relevant resources
- Difficulty learning Git

04 | Modelling



Challenges

- Lack of understanding of front-end
- Difficulty modelling abstract concepts
- Unfamiliar with the concept of "client", making it challenging to conceptualize



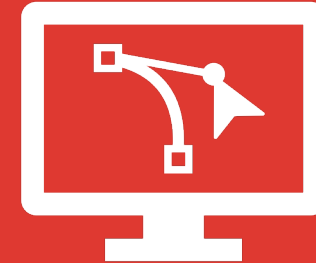
Key Takeaways



Learning project
management



Finding the
right software



Conceptualizing
front-end back-end
coordination



Thank You!
Questions?