

Praxis der Software-Entwicklung

Development of a Framework for Graph Games

SS 2012

Institute of Theoretical Informatics

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Implementation

In the third phase of this course your main task is the implementation of your software design.

Besides the implementation, you have to hand in a document consisting of about 20 pages in which you describe the changes in your software design that were necessary for the implementation. The documentation should contain all changes you applied to classes, and in particular to their attributes and public methods. Newly introduced classes should be documented according to the guidelines of the software design.

Furthermore, you have to describe the automatic component tests and include the statistics of their execution. It is important that your tests have a high code coverage.

Finally, your document should include Gantt charts showing your planned and the actual schedule of the implementation phase.