Distributed and Outsourced Software Engineering (DOSE)

Assignment 5: Implementation

(40 points of 100)

Prototype: Wednesday, December 5th – 5 pm (Zurich time)
First Implementation: Wednesday, Dec. 12th - 5 pm (Zurich time)
Final Implementation: Monday, Dec. 17th - 5 pm (Zurich time)

1. Questionnaire

Each team should have collected the time expended in Assignment 4. Please fill in the questionnaire for Assignment 4 (Testing) here:

http://tinyurl.com/dose2012-questionnaire4

Remember:

- **Only ONE person fills in the questionnaire, providing the TEAM's data.**
- **Follow the input-format suggested at each question.**

After the final Assignment 5, we will ask you to fill out another questionnaire on how much time you've expended for communication and preparing the assignment. Thus, please keep track of that data throughout the duration of this assignment.

2. Implementation Deadlines

The project will be implemented in 3 phases:

1. **Dec. 5th**: A prototype should be delivered. Students at ETH will have to show the prototype during the exercise session (on Dec. 4th). Students at other universities should show the prototype to their assistants.

2. **Dec. 12th**: The first version of the system should be delivered. This version is not a prototype; it should be a working game.

3. **Dec. 17th**: The final system will be presented at ETH during the lecture on Tuesday, December 18th.

3. Daily Build and Testing

The system should be built on a daily basis. Everybody must commit the code daily.

Only commit code that compiles! If a commit breaks the master branch, fix the problem as soon as possible. Otherwise, other teams are allowed to comment out the problematic code.

By the end of this assignment, your implementation should pass all the test-cases you committed to the repository during the testing phase.