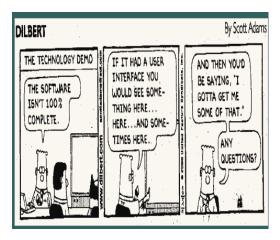


Presenting your game to client



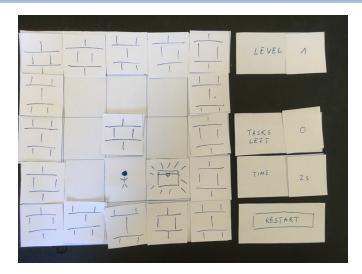
Exercise 8: Tasks

- Make prototypes
- Make Sketches

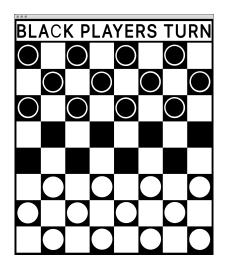
Prototypes

• Paper prototypes or Software prototypes

Prototypes: Paper Prototype



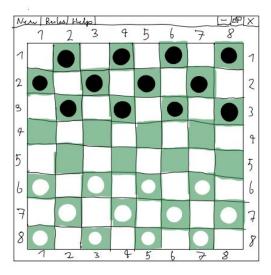
Software prototype

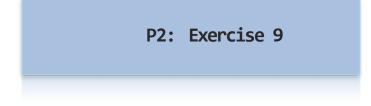


Software prototype



Sketches



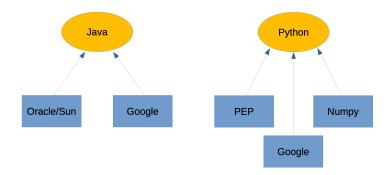


There are different ways to solve a problem

There are different ways to write code

To have consistent and readable code, language communities and organisations present Coding style guidelines

Coding Style Guidelines



Coding conventions for our exercise

Oracle coding style guideline

Exercise 9: Tasks

 Identify at least 3 different design flaws or ways to improve the design.

• Identify at least 5 different coding convention issues (referring to Oracle coding conventions).

Code Review Guidelines

- Be Humble
- You are not your code
- You are on the same side
- Mind the IKEA Effect

Code Review Guidelines

- New perspective on your code
- Exchange of best practice and experience

Writing your comment

You are writing bad code

Instead write

You are writing bad code

It is hard to grasp this part of the code

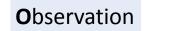
Writing your comment

You are sloppy in writing the test cases or clean code.

Instead

You are sloppy in writing the test cases or clean code.

I think you should pay more attention towards writing the test cases.



Impact

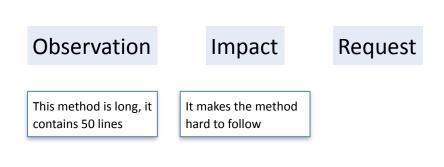


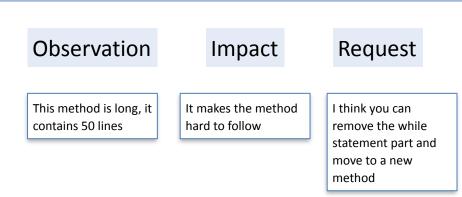
Observation

Impact



This method is long, it contains 50 lines





Pay attentions to Tags

Class/Interface Tags

- @see
- @since
- @deprecated
- @author
- @version
- {@link}
- {@docRoot}



Method/Constructor Tags

- @see
- @since
- @deprecated
- @param
- @return
- @throws / @exception
- {@link}
- {@docRoot}

Do not forgot to pull

The exercise comes with an exercise folder to review

More in exercise_09.md Check your repository