Assignment 4: Implementation in Eiffel

(40 points of 100)

Prototype: Tuesday, November 22nd - 8 am (Zurich time)
First Implementation: Tuesday, November 29th - 8 am (Zurich time)
Final Implementation: Tuesday, December 13th - 8 am (Zurich time)
Commit the files at https://svn.origo.ethz.ch/dose2011/src/group_n/
where n is your group number.

1. Questionnaire

Each team should have collected the time expended in Assignment 3. Christian Estler will contact you indicating where to submit the collected data.

Important: the time expended is collected by teams and calculated in person-hours. For example, if 3 people participated in a meeting for 2 hours, then the expended time is 6 hours.

For assignment 4, you should also collect this information:

1) How many person hours did you dedicate to Assignment 4?

a) How many person hours of Assignment 4 did you use for communication? Split the answer in two categories:

   I. Communication with members of the same team (located in the same university)
II. Communication with members of other teams (located in other universities)

b) How many person hours of Assignment 4 did you use for development of the assignment result (preparing the documents, answering questions, writing documents, reading documentation, etc)?

2) From question 1.a):

   a. How many hours were used for voice communication?

   b. How many hours were used for other way of communication such as e-mail, forums, etc.?

   c. How many hours did you use for face-to-face meetings?

3) How long did you have to wait for a reply from the other team? Indicate best case, worst case and average in hours.

2. Deadlines

The project will be implemented in 3 phases:

1. Nov. 22\textsuperscript{nd}: A prototype should be delivered. Students at ETH will have to show the prototype during the exercise session. Students at other universities should show the prototype to their assistants.

2. Nov. 29\textsuperscript{th}: The first version of the system should be delivered. This version is not a prototype; it should be a working game component. A demo will be done.

3. Dec. 13\textsuperscript{th}: The final system will be presented at ETH during the lecture on Tuesday, December 20\textsuperscript{th}.

3. Daily Build

The system should be built on a daily basis. Everybody must commit the code daily. \textbf{Only commit code that compiles! Do not forget to commit new classes.}