Assignment 4: Implementation in Eiffel

(28 points of 70)

Prototype: Tuesday, November 10th - 8 am (Zurich time)
First Implementation: Tuesday, November 17th - 8 am (Zurich time)
Final Implementation: Tuesday, December 8th – 8 am (Zurich time)
Commit the files to your project repository under:
https://svn.origo.ethz.ch/dose2009/src/games/game_name
where game_name is the name of the game you implement

1. Questionnaire

You should have collected the time expended in Assignment 3. Please send this information by e-mail to Martin Nordio (if possible use the excel file you got) before **Friday Nov 6th**.

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:

- How many person hours did you dedicate to Assignment 4?
  - How many person hours of Assignment 4 did you use for communication due to geographical distribution?
  - How many person hours of Assignment 4 did you use for development of the assignment result (implementation, preparing the documents, answering questions, writing documents, reading documentation, etc)?
2. Deadlines

The project will be implemented in 3 phases:

1. **Nov. 10th**: 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. 17th**: The first version of the system should be delivered. This version is not a prototype; it should be a working game. A demo will be done.

3. **Dec. 8th**: The final system will be presented at ETH during the lecture on Tuesday, December 8th. We will coordinate the presentation with all the universities involved. Members of the Chair of SE at ETH Zurich will attend the presentation, and the best game will be selected. (The votes will also include all the teaching stuff in each university).

3. Daily Built

The system should be built in a daily basis. Everybody must commit the code daily. **Please, commit your code once it compiles. Do not forget to compile new classes.**