



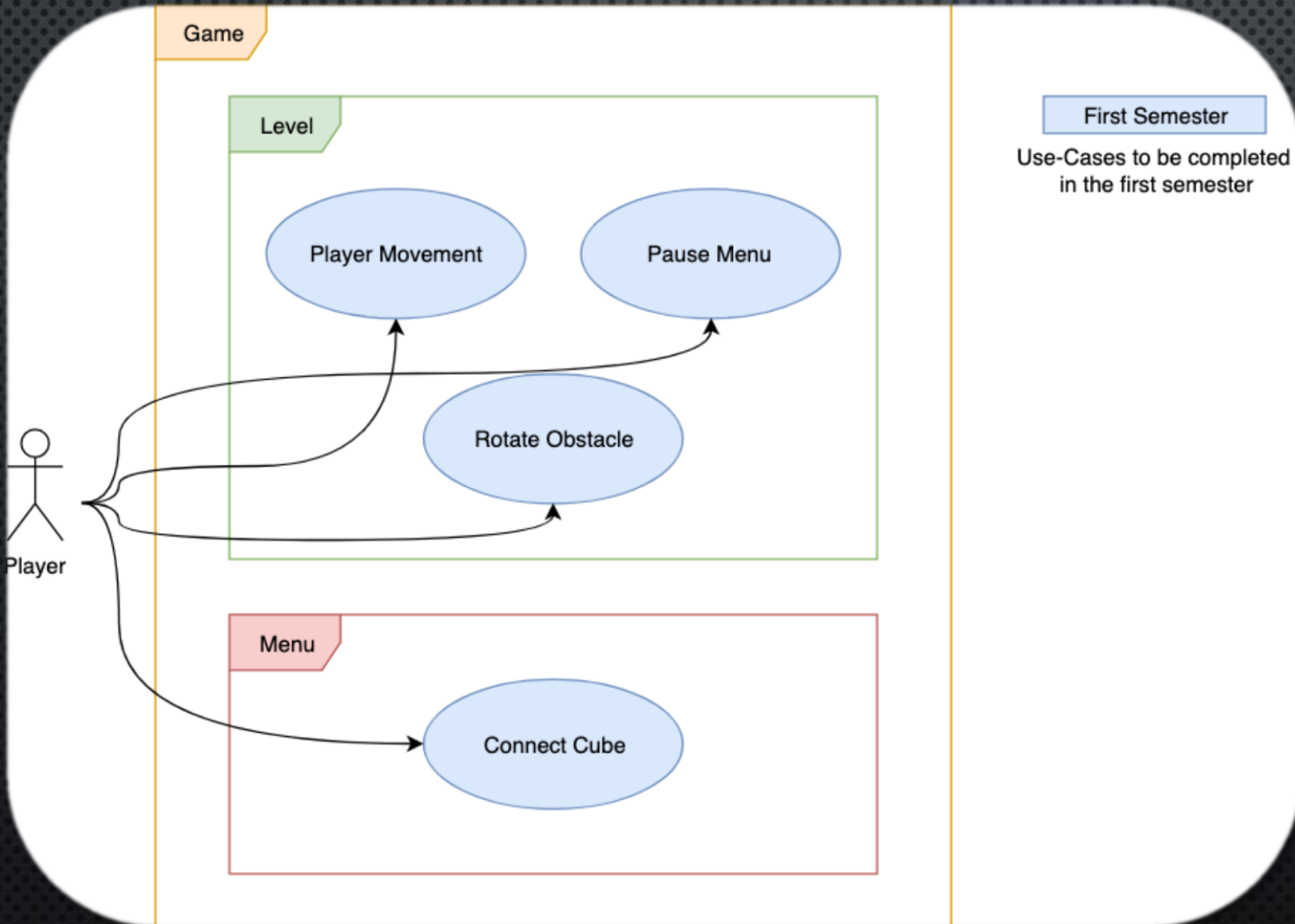
GyroGame

MIDTERM PRESENTATION

VISION



USE CASES



First Semester

Use-Cases to be completed
in the first semester



CLASS DIAGRAM

HardwareInterface

Class
↳ MonoBehaviour

- public
 - active: HardwareInterface
 - batteryWarning: bool
 - baudRate: int
 - CancelConnectionAttempt(): void
 - Connect(): void
 - connected: bool
 - CubeConnectedEvent: CubeStatusChangeHandler
 - CubeDisconnectedEvent: CubeStatusChangeHandl...
 - cubeRotation: Quaternion
 - debugCOMPort: string
 - debugConnectionAttempt: bool
 - debugMessages: bool
 - DecreaseLedsBrightness(): void
 - defaultBrightness: int
 - Disconnect(): void
 - FadeAllLeds(): void
 - FadeLed(): void
 - fixedCOMPort: bool
 - GetLedBrightness(): int
 - GetRotation(): Quaternion
 - GetVoltage(): float
 - IncreaseLedsBrightness(): void
 - isAttemptingConnection(): bool
 - IsConnected(): bool
 - lowBatteryVoltage: float
 - OnCubeConnected(): void
 - OnCubeDisconnected(): void
 - SendCommand(): void
 - SetAllLeds(): void
 - SetLed(): void
 - SetLedBrightness(): void
 - voltage: float
- private
 - brightness: int
 - communicationHandlerThread: Thread
 - connectionAttempt: bool
 - connectionHandlerThread: Thread
 - connectionTimeout: float
 - cubeTimeoutTimer: float
 - inMessages: Queue<string>
 - OnApplicationQuit(): void
 - outMessages: Queue<string>
 - port: SerialPort
 - ResetConnection(): void
 - SendSpamCommand(): void
 - Start(): void
 - T_OpenConnection(): void
 - T_SendReceive(): void
 - TestForCube(): bool
 - Update(): void
- Nested Types
 - CubeStatusChangeHandler
Delegate

Hardware Interface

PlayerController

Class
↳ MonoBehaviour

- public
 - AxisPressResponse: AnimationCurve
 - AxisReleaseResponse: AnimationCurve
 - ChangeGravity(): void
 - fallMult: float
 - jumpForce: float
 - jumpSpeedCutoff: float
 - lookSpeed: float
 - lowJumpMult: float
 - movSpeedMult: float
 - pCamera: Transform
- private
 - Awake(): void
 - lockMode: CursorLockMode
 - OnTriggerEnter(): void
 - OnTriggerExit(): void
 - OnTriggerStay(): void
 - pa: bool
 - pd: bool
 - ps: bool
 - pw: bool
 - rb: Rigidbody
 - rotation: Vector2
 - rotx: float
 - roty: float
 - Start(): void
 - ta: float
 - td: float
 - ts: float
 - tw: float
 - Update(): void

ObstacleMover

Class
↳ MonoBehaviour

- public
 - angleSnap: float
 - rotationInterpolation: float
 - selected: GameObject
 - selectedColor: Color
 - selectionRange: float
 - unselectedColor: Color
- private
 - offset: Quaternion
 - offsetSet: bool
 - OnCubeConnected(): void
 - selectionActive: bool
 - Start(): void
 - Update(): void

EscapeMenu

Class
↳ MonoBehaviour

- public
 - active: EscapeMenu
 - buttonText: Text
 - connectButton: Button
 - connectedIndicator: Toggle
 - escapeActive: bool
 - escapePanel: GameObject
 - toggleCubeConnection(): void
- private
 - Start(): void
 - Update(): void

Behaviour Scripts

CubeColor

Class

- public
 - b: int
 - black: CubeColor
 - blue: CubeColor
 - CubeColor()
 - g: int
 - green: CubeColor
 - orange: CubeColor
 - r: int
 - red: CubeColor

Static Helper

DemoScene

Class
↳ MonoBehaviour

- private
 - OnCubeConnected(...): void
 - Start(): void
 - Update(): void

PlayerReset

Class
↳ MonoBehaviour

- public
 - playerSpawn: Vecto...
- private
 - OnCollisionEnter(): ...

InterfaceSampleScript

Class
↳ MonoBehaviour

- public
 - Cube1: GameObject
 - Cube2: GameObject
- private
 - HandleKeyInput(): v...
 - qOffset: Quaternion
 - Start(): void
 - Update(): void

Rotate

Class
↳ MonoBehaviour

- public
 - direction: Vector3
 - random: bool
 - Randomize(): void
 - speed: float
- private
 - Start(): void
 - Update(): void

SelectionController

Class
↳ MonoBehaviour

- public
 - centerOffset: float
 - connect: Transform
 - instructions: Transform
 - quit: Transform
 - readme: Transform
 - RemoveSelection(): void
 - SelectConnect(): void
 - SelectInstructions(): void
 - selectionCube1: Transform
 - selectionCube2: Transform
 - SelectQuit(): void
 - SelectReadme(): void
 - SelectStart(): void
 - start: Transform
- private
 - RandomizeCube(): void
 - Update(): void

Level Specific Scripts

MonoBehaviour
(Unity Scripting API)



LIVE DEMO





Issues |

Dashboards

Agile Boards

Reports

Projects

New Issue



Everything | Query



GyroGame Dashboard

Add widget

Edit

Personal Dashboard ← 2 of 2 → Personal Dashboard

Issues of current Sprint ⁷

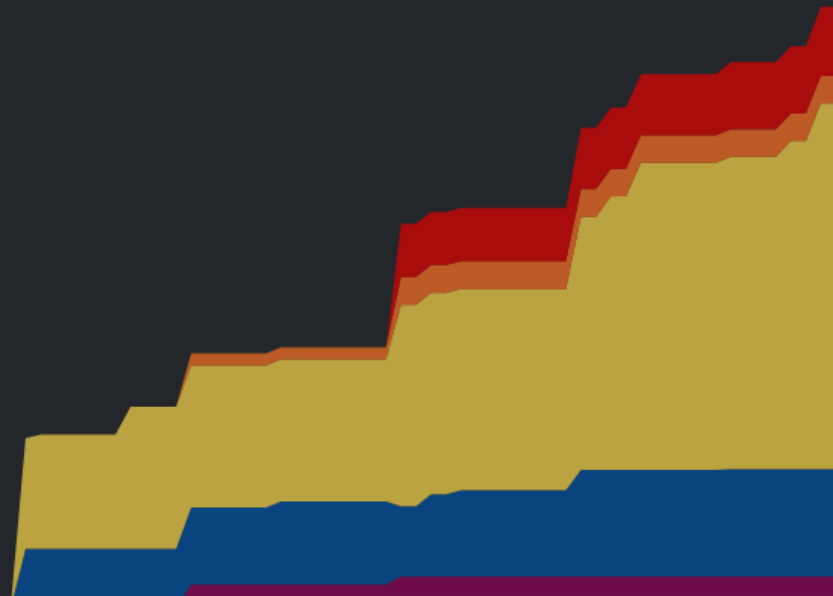


- GG-59 Write SAD document
- GG-56 Create midterm presentation
- GG-64 update OUCD
- GG-63 Finish demo scene for presentation
- GG-58 Implement Cube offset calibration
- GG-57 Update SRS
- GG-55 Write more UseCases

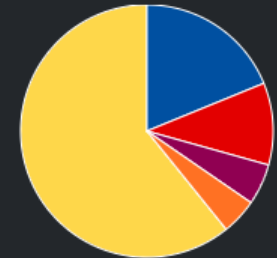
Cumulative Flow



true 7 X axis values



Spent Time per Workflow



Implementation	5555	61%
Project Management	1720	19%
Requirements	960	11%
Environment	480	5%
Analysis & Design	420	5%

GyroGame Team ²



PROJECT OWNER

MP Manuel Piroch
manuel@pepit.net

TEAM

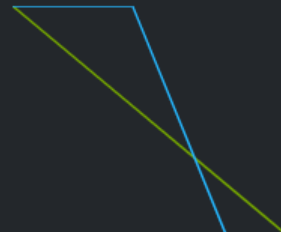
SK Simon König
koenig.simon@t-online.de

Burnout - Current Sprint



Date: 11 Dec 2019

4 days left — 6h



Total Time Report



Time spent — Per User Per Issue

152h 15m
Hide details

Week 1 - Inc#1 - Project Vision	28h	27h
GG-3 Implement initial cube firmware	30m	15m
GG- Peer Reviews	10h	7h
		45m

PROJECT MANAGEMENT – RUP TERMINOLOGY

 **Manuel Piroch** committed changes 11 hours ago
changed Activitiy Diagrams to svg #GG-55 ✕ ↶ f318beb0

11 hours ago ✕ ↶
fixed TOC error #GG-55 540e4f77

11 hours ago ✕ ↶
update UC ConnectCube #GG-55 cb691caa

11 hours ago ✕ ↶
fixed a typo #GG-55 c6f307d1

 **Manuel Piroch**
10 Dec 2019 | **15m** | No type

 **Manuel Piroch** committed changes 11 hours ago ① ✕ ↶
added UC PauseMenu #GG-55 done work 15m de3f533c

 **Manuel Piroch**
10 Dec 2019 | **1h 00m** | No type

 **Manuel Piroch** committed changes 13 hours ago ① ✕ ↶
added UC RotateObstacle #GG-55 work 1h 8e419ff7

Filter items

- Requirements R
- Analysis & Design A
- Implementation I
- Test T
- Deployment D
- Project Management P
- Environment E

Add new value ...

Filter items

- No phase
- Inception I
- Elaboration E
- Construction C
- Transition T

Add new value ...



TESTING

Feature: GyroGame Blog Website

Scenario: Custom Links

Given the gyrogame home page is displayed

When I click on the custom link labeled "YouTrack Project Management"

And The first element with the class name "yt-search-panel" is visible

Then the page title should contain "YouTrack"

Given the gyrogame home page is displayed

When I click on the custom link labeled "GitHub - Unity Project"

Then the page title should contain "Manut38/gyrogame-unity"

Given the gyrogame home page is displayed

When I click on the custom link labeled "GitHub - Controller Firmware"

Then the page title should contain "Manut38/gyrogame-hardware"



THANK YOU!

