Bind Issue Tracker, Quality Metrics in a Turn Based Game

In the following slides there is a series of mappings, in order to bind issue tracker attributes and quality metrics (QM) and maybe Testcase reports to characteristics of players, objects, and goals in a turn based game.

The initial goal is to retrieve performance metrics of a developer while resolving issues in issue tracker, detecting bugs in QM, and perfoming tests. When retrieved, these are binded to a players characteristics(strength, life, experience,etc ...) in a turn based game.

Thus we bind each turn of the game with each Build version of the project and the characteristics of a warrior are binded as such:

- range of movement   no of resolved issues that have been reopened
- life   no of bugs per issue
- strength   no of bugs in QM
- experience   no of succeeded tests in Test suites

The above bindings are performed for each player/developer. For a group of developers/players these are aggregated and form the characteristics of a team that are leaded by the leader. A group of teams form an army leaded by a manager, and a group of armies a general. Other characteristics may define a team or an army such as the no of design patterns used (defines the technological skills) or reaching the deadline (defines the moral)....

21,18 40%,1

Village (Flat, Village)

3/6

HP
37/37
XP
0/40
MP
9/9
def
40%

Yredd
Cavalryman
lawful (+25%)

1

lvl 1

Human
resilient, quick

9-3 sword
melee-blade

40%

End Turn

sonar

testcases

reopen times   issues

bugs per issue

deadlines

dev phase

turn based game needs

objects

strength

expierience

player

range of movement

life

turn based game needs

dev phase

leader/manager
- use of patterns
- overall criteria of issues

leader/player
- technologies
- team skills
- level of difficulty
- terrain → part of terrain
- objects

issues
- priority
- category
- deadlines

File | Map | Window | Areas | Side | 🏠 27

44,40
Cave Floor/Cave (Cave)

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level of difficulty

part of terrain

technologies

use of patterns — leader/manager

overall criteria of issues

turn based game needs — terrain — creating the terrain

terrain environment

dev phase

project concept

objects

developers

competitors