Sacha Peter

More or less TDD and a lot of Refactoring with my first Anno 1800 playthrough

What is Anno?

Anno 1602 (1998)
Anno 1503 (2002)
Anno 1701 (2006)
Anno 1404 (2009)
Anno 2070 (2011)
Anno 2202 (2015)
Anno 1800 (2019)

Tests

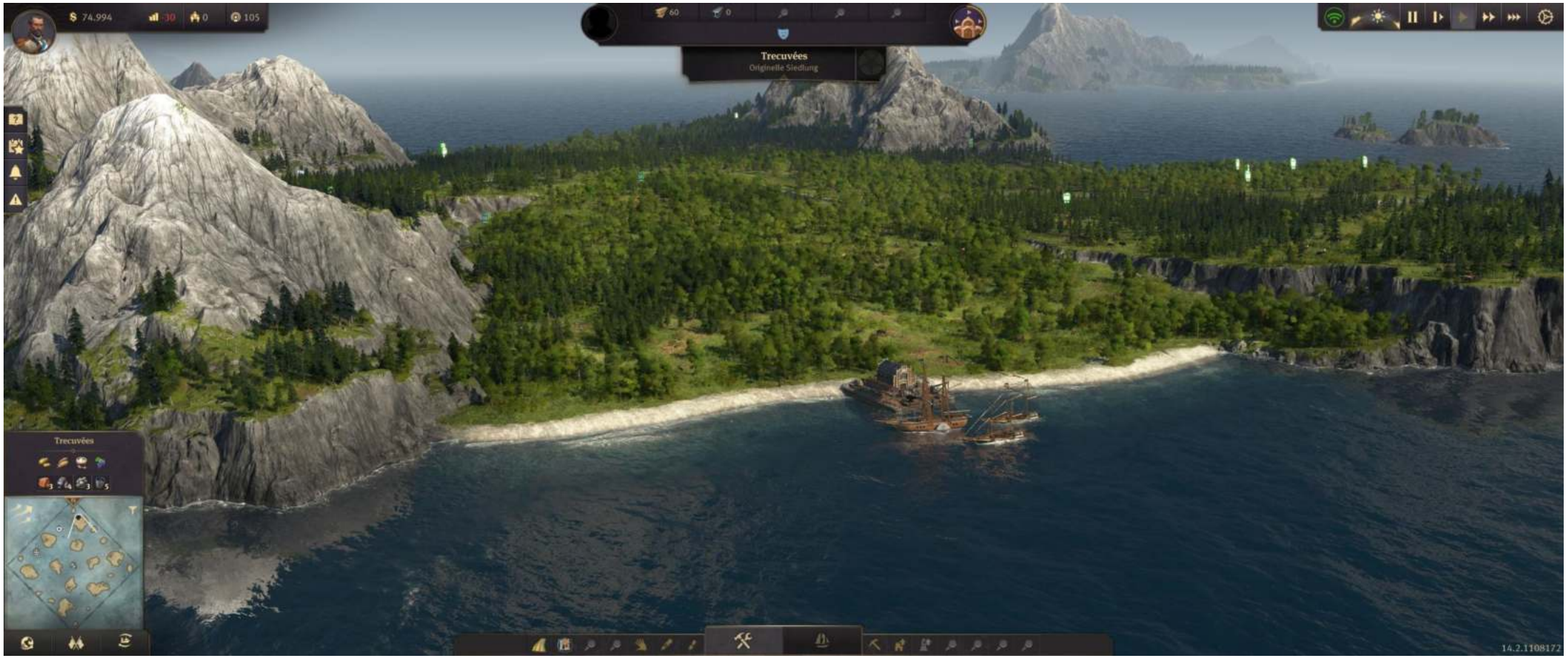
$ 432.105
+4.863
15.722
746

+10
+519
+100
+410

Waren
Items
236
238
233
199
242
211
247
163
249
0
10
0

Zufriedene Bevölkerung
Durchschnittliche Zufriedenheit der Bewohner dieser Insel.
Bauern +34
Arbeiter +34
Handwerker +27
Ingenieure +17
Inseldurchschnitt +33
Zufriedene Einwohner können Feste in der Stadt veranstalten.

Getting started



Getting started

Getting started

Adding features

Adding features

Refactoring

Refactoring

Refactoring

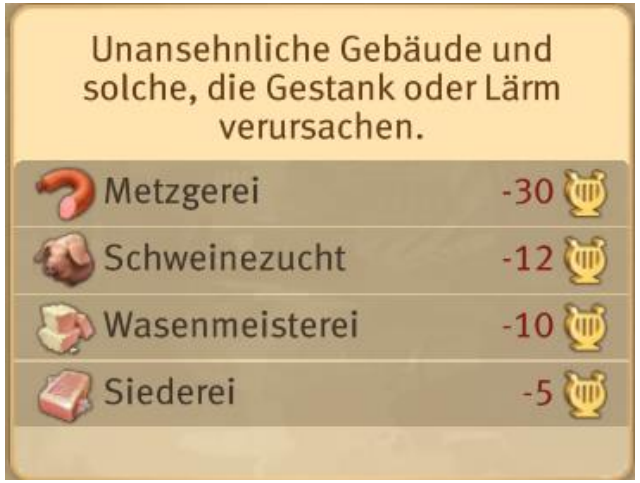
Refactoring

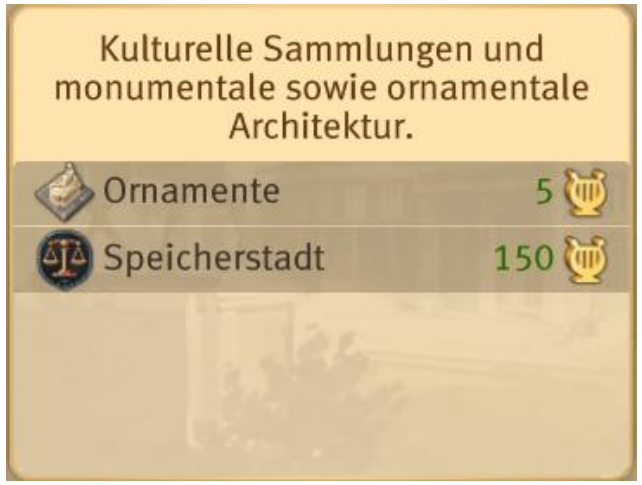
A few hours later

A few hours later

Introducing a new tests

Introducing a new tests





Refactoring

Refactoring

Refactoring

Refactoring

Refactoring

Refactoring

Conclusion

- TDD and Refactoring are present in many parts of our live

Q&A

THANK
YOU
GRACIAS
ARIGATO
SHUKURIA
DANKSCHEEN
BÏYAN
SHUKRIA
TINGKI
YAQHANYELAY
TASHAKKUR ATU
SUKSAMA
EKHMET
MEHRBANI
GRAZIE
MAAKE
KOMAPSUMNIDA
PALDIES
GOZAIMASHITA
EFCHARISTO
JUSPAXAR
BOLZÏN
MERCI
SPASSIBO
SNACHALHUYA
NUHUN
CHALTU
WABEEJA
MAITEKA
HUI
GUI
HATUR
SPASIBO
DENKAUJA
NENACHALHYA
ATTO
SIKOMO
MAKETAI
MERASTAWHY
GAEJTHO
TAVTAPUCH
MEDAWAGSE
AGUYJE
FAKAAUE
MINMONCHAR

Keep in touch

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