**Sprint 3:(GUI)**

|  |  |
| --- | --- |
| 1. **Summary data** | |
| Project number | 37 |
| Sprint technical | Gary |
| Sprint start date | 09/04/2022 |
| Sprint end date | 19/04/2022 |

|  |
| --- |
| 1. **User stories / task cards** |
| **Design:**  Designing and creating the board, cards, tokens, buttons, menus, and separated background Using Photoshop  **Assembly:**  Assembling all the designed parameters with the board such card and buttons on the game without implementing the code, just set up the graphics that will be shown in the game |

|  |
| --- |
| 1. **Requirements analysis** |
| **GUI building:** Mandatory  Created a The GUI for all aspects of the game, |

|  |
| --- |
| 1. **Test plan and evidence of testing** |
| |  |  | | --- | --- | | Parameter | Description | | Buttons | Buttons to choose decisions in the game | | Dice display | A pair of dice that shows the number the player got from that throw | | Player tokens | Token that used to display the placement and the movement of the players | | Menu | A menu that allows to choose from a series of decision to navigate through the game | | Board | A game board has the right coordinate and will be linked to the board list and has different properties (such as properties, utility stations, jails) | |
|  |

|  |
| --- |
| 1. **Summary of sprint** |
| Some samples of the game GUI:   * Cards:   **Property card:**    Potluck:    Opportunity knock:     * **Menus:**   About menu:    Main menu:    mode menu:     * Board:   Board:     * Player tokens:   Tokens: |
|  |

|  |
| --- |
| 1. **Summary of sprint** |
| **Did you achieve your objectives for this sprint?**   * Yes, I have achieved the objective for the sprint which was creating the GUI aspects of the game which was a success   **Is there a working prototype?**   * Yes, there is working prototype with GUI so far   **What went well, and what did not go well? If things did not go well, what have you learned and what will you do differently for the next sprint?**   * What worked for me is the easter break where we had much more time and space to focus on this project * Timing, where some of the time started to feel home sick for not being able to spend this month with their families as usual, plus the lack of energy   I**s there any feedback from the customer?**   * Yes, I had positive feedback from the customer as we showed a prototype of the Project |