**Sprint 3 – Group 39**

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| 1. **Summary data** | |
| Team number | 39 |
| Sprint technical lead(s) | Dohyun Lee, Geonwoo Lim |
| Sprint start date | 3/4 |
| Sprint end date | 13/4 |

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| 1. **Individual key contributions** | |
| **Team member** | **Key contribution(s)** |
| Sam Banks | Coding, sprint documentation |
| Geonwoo Lim | Coding, suggestion class, GUI |
| Arya Diznabi | Coding, Market research |
| Dohyun Lee | Coding, suggestion class, GUI |
| Humza Satti | UML design, coding |
| Saif Zuqaili | UML design, Use Case diagram, multimedia |
| Subsin Sriprasert | UML design, multimedia |
| Nishan Deivendranbose | Requirement’s analysis, sprint documentation |

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| 1. **User stories / task cards** |
| * For our third sprint we aim to submit a final rendition of our UML design and Use case Design * Create / Finish required classes to match UML diagram and begin to link classes together. * Look towards implementing additional functionality outlined by the client. |

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| 1. **Requirement’s analysis** |
| **Key functional requirements**   * The game should allow for 2 to 6 players to participate * Option for one or more of the users to be controlled by the computer, and should be able to play and challenge human players * A clear GUI * Only one ‘accusation’ can be made * Testing must be carried out to make sure the game is working properly and to free it of any potential bugs   **Non-functional requirements**   * Should be playable on PC’s + Mac * File size should not be large so is easily shared * Game should not be slow to load or slow to react to commands from players   **Domain requirements**   * Should be colourful and intuitive, a style that reflects the spirit and character of the original board game      * Software should be easy to use and understand. |

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| 1. **Design** |
| In our third sprint the first task we will be focusing on is creating a working and presentable GUI (using what we have already), the second task will be to further our market research to provide extra clarity on what we can do to improve our game.  When creating a GUI, we will be working off our previous prototype this will make it easier to adapt certain features that we will need, we will also be referencing our market research to see what kind of interfaces people seem find easiest to navigate through, this can range from button placements to simple colour coordination. We found that people would prefer to move the characters on the board using dedicated up/down/left/right arrow buttons instead of clicking in the tile they want to move to. This will be implemented in our GUI.  When our GUI is fully created, we will investigate integrating it with the java classes so it can be run as a full game. |

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| 1. **Test plan and evidence of testing** |
| *You should consider:*   * *Unit/component level testing – typically achieved using automated test procedures such as Junit in Java. This level of testing demonstrates that individual classes are working as you intend.* * *System level testing – typically a human lead and documented test process that shows the prototype working as a whole entity.*   *Testing should show that the requirements you set out are being delivered on. They provide a means of showing that we have delivered what the user stores and task cards set out. Remember to identify a useful set of boundary test conditions.*  *Evidence of testing should demonstrate that the prototype achieved has been tested according to the test plan. If there are deficiencies, then these should be documented, as they will need further work in a subsequent sprint.* |

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| 1. **Summary of sprint** |
| In our third sprint we worked towards finishing a lot of the design material needed to finalize coding the program, we all agreed that the final rendition of the UML diagram included everything that was required therefore it did not need any further additions, moreover we assessed the requirement analysis and concluded that we have covered what the client has asked for and decided to plan on implementing the desirable content to improve the quality of the game  We created more images in order to enhance how our GUI looked, however it was missing some components that would increase the usability, which we will be improving on in the next/final sprint.  Overall, this sprint didn’t go exactly to how we had planned. We are quite behind with the coding and testing due to earlier issues getting started, bugs and general lack of confidence among coders in the group. To address this, we are going to try and meet up in the labs which will hopefully help us to get on the same page.  In the next sprint cycle, we need to really get going with finishing off the java code and linking it up with the front end. Our GUI has reached a good level now where we need to start adding the back-end functionality for any more progress to be made. Moreover, we need to begin writing an overall report assessing what has gone well as a whole and what could’ve been improved |