

## Report for Backgammon Game (Group 42)

**Group Name:-** Techie Owls, **Group Members Names:-** Harshit Saini, Dharamveer singh

**GitHub ids:-** <https://github.com/Harshitsaini-12>, <https://github.com/Dharamveer27>

**Link to GitHub release :-** <https://github.com/Harshitsaini-12/Backgammon/releases/tag/v1.0.0>

—> **Relative Amount of work done :-**

Sprints	Work Done by Harshit	Work Done by Dharam
Sprint 1	50%	50%
Sprint 2	50%	50%
Sprint 3	50%	50%

### Self assessment checklist:- ( Done by Harshit and Dharamveer)

#### Sprint 1: Display & Rolls

Feature	Status	Methods included in code
Display board	Fully Working	displayBoard()
Enter names	Fully Working	getPlayerName()
Roll command	Fully Working	rollDice()
Quit	Fully Working	playGame()

#### Sprint 2: Game

Feature	Status	Methods included in code
Roll to start	Fully Working	determineFirstPlayer()
Current player display	Fully Working	playGame()
Pip display	Fully Working	displayPipNumbers()
All legal moves selection	Fully Working	calculateLegalMoves(), getSelectedMove()
Pip command	Fully Working	displayPipCount()
Hint command	Fully Working	displayHint()
Syntax check	Fully Working	playGame()
Game over	Fully Working	isGameOver()

#### Sprint 3: Match

Feature	Status	Methods included in code
Dice command	Fully Working	handleDiceCommand()
Test command	Fully Working	handleTestCommand()
Names & match length	Fully Working	initializeGame()
Display match score	Fully Working	displayMatchInfo()
Display cube	Fully Working	displayMatchInfo()
Double command	Fully Working	handleDoubleCommand()
Game over	Fully Working	endGame()
Match over	Fully Working	endGame()
New match	Fully Working	startNewMatch()
Hint command	Fully Working	displayHint()