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| User Story | Date Tested | To Do | Comments |
| Instructions | 26/09/19 | * I shall update user stories to indicate this change. | * Game instructions are not shown. Plan to hold then in the help button. * “Play Game” link works properly. |
| Gameplay/Use in Browser | nil | * nil | * Unable to test yet. Will do so once I have access to all the necessary browsers |
| Gameplay/Place Cards | 26/09/19 | * Edit code so that proper restrictions on card movement are incorporated | * Cards can be successfully dragged and placed into a row. * No distinction is made on which row is allowed for card placement; cards can be played into player’s role or opponents role * Card cannot be taken out of a row before the end turn button is clicked. * BUG: Cards cannot be placed into the second top row for either player (8 points goal). Check input file |
| GAMEplay/goals UI | 26/09/19 | * The goals me and my opponent win should be displayed at the end of the trial * The game result (who win and the number of points for each player) should be displayed at the end of the experiment * NB. These require other user stories to be completed in order to function properly | * Goal points are displayed in the middle * Goal points for the player are shown to the left. * Goal points for the opponent are shown to the right. * The last row which had a card placed in has its points increment by one point once the turn ends, regardless of the number of card played during that turn. Also, only the player’s points increment, even if the cards are placed in the opponent’s row. * Game does not end when there are no cards left. Cannot check last two criteria in the user story |
| Input File | 29/09/19 | * Number of rounds per experiment * Points tally for each player * Flag indicating whether opponent’s cards are face up/down * Heuristic | * Goal values included, and display correctly * Progress values initialised to zero as indicated by the user story * Number of goals not directly specified. Indicated by “goalValue”, “progress” and “goalOpen” tab length. Could possibly make clearer   Goals specified as being available to the player included   * Probability variable included * BUG: If I edit the JSON file in any way then the base game removes all the rows and cards from display |
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| GAMEplay/place cards | 03/10/19 | * Allow card to be placed back in hand and select a different card (maybe) | * Cards can be placed and dragged properly into each row * Can reselect row to place card in before ending turn * Cannot place card back and select a different card (technically not part of user story specification but might also be necessary. I will edit the user story as such to include this specification and place back into the “in progress” section. Let me know if we shouldn’t bother) |
| gameplay/Help Button | 03/10/19 | * All criteria met. * Just needs to be improved if desired | * Help button is visible clearly on both the start-up page and the main game page * Clicking outside of the text box closes the help tab * NB. Font sizes and style is notably different between the start-up page and the game page. Could improve by making them uniform. |
| Gameplay/goals ui | 03/10/19 | * The goals me and my opponent win should be displayed at the end of the trial | * Goal progression updated at the end of each turn * Goals progression for each player correctly located and identifiable * Game result tab appears once game finishes * N.B. might be useful to include a link on the results tab to go back to the start-up page (included here as user story mentions results display. |
| GameplAy/end turn | 03/10/19 | * All criteria met | * End turn button is present and updates state of game once clicked. * Error message appears if no card has been placed. * Ends the game once no cards remain |
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| Results | 15/10/19 | * Need to ensure that the results file displays all the necessary data, as nothing appears in the file as far as I can tell. * Complete unfinished tasks as well | * When game finishes, a results JATOS file is created and can be accessed in the JATOS server * A results file is created for both the Instructions file and the Trial 1 file * Information currently provided incudes Results File ID, server start rime, State Status, Worker ID and Worker Type * No additional information is provided by the results file * Results can be exported, but the file only contains the sentence “application/octet-stream” |
| Time Per Trial/Experiment | 15/10/19 | * Ensure that JATOS file has the data written into it in a displayable form. Also ensure that each time the duration is included | * Server start time is automatically provided in the results tab * Duration column often reads as “not yet” – time not retrieved in this case. * As stated before, the JATOS file does not show any information itself |
| gameplay/use in browser | 15/10/19 | * Still need to test if it works on Safari | * Game runs successfully in Chrome from JATOS server * Game runs successfully in Firefox from JATOS server |
| Gameplay/Help button | 15/10/19 | * Ensure that the help button displacement bug is taken care of. | * Help button function normally besides for the bug * As indicated, the help button shifts sightly offscreen before a card has been placed down. Might have something to do with the “End Turn” button appearing at the same time. It could be that if the positioning has been made arbitrarily, then not having the end turn button displayed shifts the position of the help button |
| gameplay/end turn | 15/10/19 | * Ensure that the results box is displayed for at least 5 seconds before the game closes | * Results box displays at the end of the game, but only appears for one second before the game closes * Game successfully closes and returns to the JATOS server once finished |
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| RESULTS | 16/10/19 | * Include number of goals completed by each player | * All data specified by the user story is included in the results file * For future reference, results could be displayed more clearly. This probably isn’t necessary for the current scope of work though. * Number of goals completed by each player is not included (noted in user story). Not sure if this is still in the scope of work but for now I will indicate that it needs to be done. If it doesn’t then move the user story to “Done”. |
| AI Opponent | 16/10/19 | * All criteria met | * AI opponent immediately plays after player turn * The AI currently repeats the same move as the player * Simon will likely create his own AI if needed. Functions that deal with the AI should be specified in the documentation |
| Gameplay/place cards | 16/10/19 | * All criteria met | * Continuing on from the previous entry for this user story, it has been decided to not include the feature to allow for the cards to be dropped back into the selection pool. * All other criteria has been met and no bugs are present |
| Gameplay/help button | 16/10/19 | * All criteria met | * Bug that relocated the help button to off screen has been fixed. No more issues are present |
| Mod/Uncertainty of opponents progress | 16/10/19 | * Ensure that the necessary input is clearly indicated and that it functions properly | * “showopponentprogress” does not hide the cards when set to false |
| Mod/different opponents goal values | 16/10/19 | * All criteria met | * Goal values can be changed separately for each player, and updates obtainable points accordingly |
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| JATOS Configuration FILE | 17/10/19 | * All criteria met | * I can’t find the file on my computer, but I did see it appear on Henry’s laptop. Please document on how to retrieve this file as I likely don’t have the necessary program to retrieve the file |
| Mod/Uncertainty of Opponents Progress | 17/10/19 | * Fix bug that prevents score from being reset at the start of the trial | * Cards can be hidden by setting “showopponentprogress” to false. This includes any initial cards at the start of the game. * BUG: scores for both players are taken from the previous game. They do not update but should be set to zero at the start of the new trial. |
| MOD/variable goal values | 17/10/19 | * All criteria met, but could possibly change point assignment so that the random value is assigned after the end of the turn rather then the end of the game, over the half-range value that is assigned instead | * Goals with variable point ranges are able to randomly assign the points within this range if the goal is captured * When game window is shrunk, it becomes difficult to see the entirety of the goal window, especially if it has a variable point range. A separate feature outside this story would be to wither enlarge the goal boxes, or diminish the font size in the boxes. * It should be noted that while the game is running, the points indicate half the potential value range of the goal variable. This then modifies to a random value only after the game has ended. It might be better to assign the random value during the game rather then at the end |
| Gameplay / uncertainty | 17/10/19 | * See specification in the above two entries for additional info, but otherwise all criteria is met in the user story | * Trial 1: no uncertainty – everything proceeds normally * Trial 2: Variable card values – I assume this is referring to the probability that a card could blow up. This appears to work perfectly fine * Trial 3: Uncertainty in opponent – see “Mod/Uncertainty of Opponents Progress” user story entry above * Trial 4: Variable goal values – see “Mod/Variable Goal Values” user story entry above * As these comments suggest, multiple trials are able to run from the input file in a single game |
| MOD/variable card | 17/10/19 | * All criteria met | * I assume this is referring to the probability that a card could blow up. This appears to work perfectly fine |
| Input file for game state | 17/10/19 | * All criteria met * Might need to sort out bug | * All input functions and procedures are included in the file * POTENTIAL BUG: the AI opponent seems to override the case when a goal is closed to them. When playing mirror opponent, even when I had closed a goal to them, they would still place a card there when I did in the same row. Ensure that either AI recognises when a goal is closed and acts accordingly or ensure that the game code forces them to relocate their card placement. Note that this largely relates to the two completed user stories that handle these functions but it is included here as this is when I found the bug. |
| GAMEPLAY/end game | 17/10/19 | * Ensure that completed goal count is included in results box | * Goals completed is not shown. Not sure if this is a bug or the version Henry showed earlier today hasn’t been uploaded yet. |
| Timer per trial/experiment | 17/10/19 | * Include experiment runtime * Ensure that duration tab consistently displays a variable in the results page | * “timespent” variable is included in JATOS file, and shows the number of seconds spent on a single trial * Time for entire experiment is not included in JATOS file. Duration tab in the results page also hasn’t had its bug fixed properly. |
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| results | 20/10/19 | * All criteria met | * Results now includes the number of goals completed |
| gameplay/goals ui | 20/10/19 | * All criteria met | * Goal score for the opponent now included * Progress made to a goal is shown for each player now, and the scores increment properly |
| Timer per trial/experiment | 20/10/19 | * Include timer for entire experiment | * Time taken for each round, and for each trial is included. * The time for the entire experiment is not included. This should probably be presented at the very end of the jatos file, and simply be the sum of all the trial times. |
| GAMEPLAy/end game | 20/10/19 | * All criteria met | * The number of goals completed by each player is now included in the results box |
| STyle sheets | 20/10/19 | * All criteria met | * Assets folder includes bookmark image. Not sure if this is redundantly at the moment as this has never been incorporated into the game as far as I know. Let me know if a desktop icon can be created that includes this * Css folder includes the css code for “game” and “instructions” * Javascript folder includes javascript code for “game” and “help-button” * Main card game folder also includes all html, the init javascript file, and the README md file * Css files all help to stylise the game and the startup page |
| Program documentation | 20/10/19 | * Document the CSS files * Document the init file | * Javascript files have been documented and each function has been described in the comments * Note that the SmartAI function was not documented at all. I have provided a brief summary of how I believe the agent works at first glance. * Html code has also been documented, with each section calling which code files they are deriving from * The help button information is worded in both html files. This could be somewhat inconvenient if changes are needed as both files will need to be edited. If there is time, maybe edit it so that there is a separate file that sources the help-button text that can then be called by the html files * CSS files barely have any documentation in them. Please at least describe what each section should be doing * No documentation exists in the “init” file. Maybe include a brief guide on how to manipulate this document |