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| 1. **Summary Data** | |
| **Team Number** | 15 |
| **Sprint Technical Lead(s)** | Thomas Senyah |
| **Sprint Start Date** | 11/04/20 |
| **Sprint End Date** | 20/04/20 |

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| 1. **Individual Key Contributions** | |
| **Team Member** | **Key Contribution(s)** |
| Thomas Senyah | This sprint was concerned with the implementation of the GUI into the code that had been built so far, which Thomas and Jack worked on together. Thomas also looked to make some small changes and additions in the code to further the requirements met by the build. |
| Jack Lewis | Jack spent time working on the actual GUI design and code, so working together with Tom as a pair, they were able to take the two separate components and link the code to the GUI. |

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| 1. **User Stories/Task Cards** |
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| 1. **Requirements Analysis** |
| **Functional Requirements:**   * **FR-01:** Property Tycoon Application must include a maximum of 6 players available to play at a time. Minimum number of players required to play the game would be 2, or more players. * **FR-08:** When the application is starting the player must be presented with a starting menu. From. They should be able to Start the game and select the number of players they wish to play with. A message must be visible stating how many players are required to play the game. * **FR-33:** The Excel sheets provided by Watson games that contain information/data relating to the game board and certain spaces and cards (e.g. 'opportunity knocks' and 'pot luck' cards) are just a convenient format to provide you with the data. You can process, store and manage the data anyway you see fit. We have no view on the best way to do this. * **FR-34:** Data files for properties and cards can be amended or changed. Players will be able to upload their own property and card data to the game; thus, the user should be able to customise the property and/or cards. * **FR-35:** There is no particular limit other than that imposed by the number of properties they can sit upon. * **FR-38:** After a set period of time, the game ends and a winner are found. This will be done through assessing the asset value the players have.   **User Interface Requirements:**   * **UI-01:** Once the application starts the starting menu must appear with the following options:   + Start Full Game (refer to FR-33 for on the full game description)   + Start Abridged Game (refer FR-34 on the abridged game description)   + Instructions   + Quit Game ` * **UI-07:** graphics from the original monopoly game are allowed but preferably independently designed graphics should be used. In the event that graphics from the monopoly game are used then please refer to Legislative requirements, ***LR-01***, for more information regarding this particular situation. |

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| 1. **Design** |
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| 1. **Test Plan & Evidence of Testing** |
| **System Level Testing:**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Test No.** | **Description** | **Input(s)** | **Expected Outcome** | **Actual Outcome** | **Success?** | | 1 | User enters a number of human players into form. | Number of players [integer] where input is between 1-6. | Progress to game screen. | the countdown timer screen is shown |  | | 2 | User enters a number of human players into form. | Number of players [integer] where input is outside of range 1-6. | Error message, return to entry form. | A message box appears, and the user is unable to go to game screen |  | | 3 | User uploads own data to the game. | Property data [csv file], card data [csv file]. | Board and cards are generated using user’s uploaded data. | The game loads with the space names and pictures in correspondence to the CSV file |  | | 4 | User uploads own data to the game; files go over the limit of tiles/cards that can be added. | Property data [csv file], card data [csv file]. | Error message is displayed; the game overwrites the tiles/cards that it can, within said limit. | No implementation yet. the game throws stops at 40 pieces. Any thing under with throw an error |  | | 5 | User uploads own data to the game; files are under the limit of tiles/cards that can be added. | Property data [csv file], card data [csv file]. | Error message is shown displayed; as many tiles/cards are overwritten; remaining tiles/cards remain default. |  |  | | 6 | Game view switches to next player after current user ends turn. | End turn [button click]. | Player information switches to next user. | The next players information is shown |  | | 7 | Game time limit expires. | Timer value reaches 0 [time]. | Game is halted. Winner is determined and player name is presented. | A message box with each players details are shown. |  | | 8 | Main menu options are all visible and selectable. | Successful game start-up. | All menu options are displayed to the user clearly – selecting each option will take the user to the corresponding setup screen for that option. | All buttons work as required and the entry screens for the abridged and normal versions are accounted for |  | | 9 | Game board displayed after selecting “Start full game”. | “Start full game” button clicked [button click]. | Menu screen is replaced with a view of the 10x10 board. | Game board shown after selecting the normal button |  | | 10 | Game board displayed after selecting “Start abridged game”. | “Start abridged game” button clicked [button click]. | Menu screen is replaced with a view of the 10x10 board. | Menu is replaced with a screen for the countdown timer input |  | | 11 | Player game tokens visible. | Game set up with six players. | With all game tokens starting on the “Go” tile, all tokens are clearly visible to the players. | No tokens visible on the board. |  | | 12 | Player cash amounts are visible. | Game set up with six players. | All players can see each other’s current cash amount. | N/A - No implementation as yet. |  | | 13 | Cash deduction is temporarily shown next to associated cash amount. | Player 1 makes a transaction. | Making a transaction deducts money from the player’s account; this deduction is displayed next to the cash amount for said player. | N/A - No implementation as yet. |  | | 14 | Withdrawn cards are displayed and fully visible to the players. | Player withdraws a card from one of the card piles [card draw]. | Card is flipped and is displayed to the players. Card instructions can be clearly read. Card display can be exited via a “close button”. | A message box pops up with the details of the card shown. |  | | 15 | Dice roll results are visible. | Player rolls dice on their turn [dice roll]. | Animation plays, and dice roll result is clearly visible to the players. | A message box pops up with the value of the dice roll |  |   - |

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| 1. **Summary of Sprint** |
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