**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

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| 1. **Summary data** | |
| Team number | 7 |
| Sprint technical lead(s) | Oscar |
| Sprint start date | 23/02/2021 |
| Sprint end date | 24/03/2021 |

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| 1. **Individual key contributions** | |
| **Team member** | **Key contribution(s)** |
| Aynan | Project manager |
| Oscar | Frontend programming |
| Patryk | Backend programming |
| Will | Documentation/Analysis |

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| 1. **User stories / task cards** |
| WG wants a game board that functions as a physical game board would function. The board is divided into a grid. Players cannot move diagonally. Players may not move through each other. There are large rooms that can be entered from the gridded hallways by doorways. There is no movement within these rooms. There are starting points for the players. Players can move between certain rooms instantaneously through “secret passageways”. |

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| 1. **Requirements analysis** |
| F1- There shall be a digital game board with the proportions of the supplied game board.  F2- There shall be accessible and inaccessible tile types.  F3- Tiles shall only be able to hold one person.  F4- Room Tiles shall be able to contain multiple people.  F5- There shall be door tiles and room entry tiles.  F6- Door tiles shall only be accessed from room entry tiles.  F7- It shall be impossible to travel between tiles diagonally.  F8- There shall be starting tiles. There shall be six of these for a standard game.  F9- There shall be player pieces. There shall be six of these for a standard game.  F10- Players shall start the game on starting tiles.  F11- There shall be a random number generator between 2-12. This shall be referred to as the dice.  FO1- There should be a visual representation of the dice that shows the number generated. (This will require two different number to be entered into a pseudo-random number generator for the two different dice.)  F12- The dice will be able to be rolled.  F13- The dice will simulate randomness.  F14- The players will take turns. On this turn the player will be able to roll the dice and travel the corresponding amount of spaces. The player piece will now be in this space.  FO2- There should be highlighted spaces to show which tiles are accessible by the player.  F15- Once the player has moved their turn will end and it will be the next players turn.  F16- Player pieces shall return to their starting positions when the game is restarted.  F17- The board should tell the players whose turn it is.  FO3- Players should be able to save their positions to return to later.  FO4- The player should be able to move their pieces by clicking the board.  F18- There will be a way to travel between certain rooms in one move by using “secret passageways”. This is done instead of rolling dice.  F19- When a player is on a tile that tile is inaccessible. This should affect possible movement. Doors can be blocked and the player cannot be stepped over by other players.  F20- A room tile is a final space for movement in a turn.  NF1- The board will be written in java.  NF2- The board and player pieces visual aspects should be able to be changed before starting the game by the user.  D1- The board and movement must be simple enough to understand for an 8 year old to understand.  D2- The board should be aesthetically pleasing.  F- Functional  FO- Functional Optional  NF- Non-Functional  D- Domain |

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| 1. **Design** |
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| 1. **Test plan and evidence of testing** |
| Can be found in Testing Evidence folder  **In Testing Folder** |

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| 1. **Summary of sprint** |
| **First half of the sprint cycle:**  What did not go well?  There were instances of miscommunication between the programmers that led to misunderstanding of each programmer’s code by the other. This was solved through better communication and we will make sure to have steady, good communication throughout the next sprint.  What went well?  The foundations of the project have been set well and we’ve allowed a lot of flexibility to allow customisation. Customisation has been heavily integrated into our design which makes it easy for the user to customise the game. We did this through using a text file that the user can change themselves. Also, there are checkboxes and sliders, the checkboxes change whether the characters spawn in the stairwell or default positions and sliders change the number of stairways.  Working prototype:  The user can click start and the board shows up with characters in their starting position. We will expand this as we go on.  **Series of Prototypes**  First Prototype:    Rudimentary board has been made and user can move mouse around board and the mouse is shown as a white square hovering over a square. The user is presented with a greeting and can choose the number of players that will play the game.  Requirements fulfilled: F1, NF1,  Second half of the sprint cycle:  What went well?  We’ve started having regular weekly meetings  What did not go well?  We had some bumps like communication issues, but we managed to fix these before the start of the second half of the sprint cycle  Working prototype:    Requirements not fulfilled: F16, F18, FO1  All other requirements fulfilled  Next steps:  We’ve started to think about the next steps where we will allow users to hover over the room to see weapons |