**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

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| 1. **Summary data** | |
| Team number | 7 |
| Sprint technical lead(s) | Oscar |
| Sprint start date | 24/03/2021 |
| Sprint end date | 14/4/2021 |

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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** |
| There are 6 cards representing the persons in the house. There are 6 cards representing the weapons. There are 9 cards representing the rooms shown on the playing board. The persons in the house are Col Mustard, Prof Plum, Rev Green, Mrs Peacock, Miss Scarlett and Mrs White. The weapons are represented by small tokens. The weapons are as follows: dagger, candlestick, revolver, rope, lead piping and spanner. Each of the weapons in placed in a different room. One of each type of card is put into the middle “murder cards”. The rest of the cards are shuffled and dealt out to the players (clockwise around the table). Some players may receive more cards than others. This is not an issue.  When a player reaches a room, they can call out a “suggestion” by calling into that room any other person and any weapon. For instance, if Miss Scarlett was in the lounge, she may call Rev Green and the spanner into that room. She would then suggest that the murder was committed “in the lounge by Rev Green using the spanner”. Spare playing pieces fall under equal suspicion and can called into rooms by players making suggestion.  When the suggestion is made, starting from the current player’s left, if they have one of the cards mentioned in the suggestion, then they must show one only of those cards to the current player (unseen by other players). If the player on the left is unable to show a card, then we move to the next player to the left until a player is able to show a card to the current player. Once that happens, or all players have been tried leading back to the current player, then the turn of the current player is ended.  When a player thinks they know the 3 murder cards, then they can make an “accusation” directly after making their suggestion. When an accusation in made, the player examines, unseen by other players, the cards in the murder envelope. If the accusation is proven correct, the player wins the game.  A player can only make one accusation. If the accusation is incorrect, the murder cards are returned to the murder envelope. The player has no further turns in the game, but remains as a player only to contradict suggestions made other players, with the cards they hold in their hand.  Playing pieces and weapons transferred to any room as a result of a suggestion are not returned to their original positions afterwards. Players must continue playing their pieces from their new locations. |

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| 1. **Requirements analysis** |
| F1- There shall be 21 cards. 6 cards representing the persons in the house: Col Mustard, Prof Plum, Rev Green, Mrs Peacock, Miss Scarlett and Mrs White, 6 cards representing the weapons: dagger, candlestick, revolver, rope, lead piping and spanner and 9 cards representing the rooms: Study, Hall, Lounge, Library, Billiard Room, Dining Room, Conservatory, Ballroom and Kitchen.  F2- There shall be a one of each type of card removed at the beginning of the game. These cards will be remembered. “Murder Envelope”.  F3- The rest of the cards will be randomly be given out one by one clockwise to players.  F4- Players need to be able to hold and view their cards.  FO1- Cards should have a visual representation of the card.  F5- There are tokens of all the weapons.  F6- The weapon tokens start randomly distributed, one per room.  F7- Each room must be able to hold up to all 6 weapons.  F8- When a player reaches a room, they shall to make a suggestion.  F9- The suggestion shall allow a guess of one of each type card. The current room must be the room card.  F10- there must be a way to select which player and which weapon is suggested.  F11- When a suggestion is made each player in a clockwise order must show a card that is being suggested if they have it. They must only show one card. The card is shown only to the suggested. When a player shows a card the suggestion round stops and the player whose turn it is shown the card.  F12- When a suggestion is made the player and weapon selected are brought to the room the current player is making a suggestion from. They are not returned after the suggestion.  F13- After making a suggestion the player can make an accusation. This is an option after every suggestion.  F14- The player suggests one of each type of card again when accusing and there is a check to see if the accusation matches the murder cards.  F15- There shall be a win screen if the accusation is correct.  F16- The player will be removed if the accusation is incorrect. When removed their cards are still used for suggestions.  FO2- it should be possible for the player to leave if they have lost and the computer can show cards for them.  NF1- There must be a way to keep cards secret from other players during suggestions. |

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| 1. **Design**   High-level design: |
| Graphical user interface  Description automatically generated with medium confidence  Low-level design:  Diagram  Description automatically generated |

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

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| 1. **Summary of sprint** |
| First half of sprint cycle:  What went well?  We’ve been able to make cards and show players’ cards  What didn’t go well?  We had an issue where cards were unevenly spaced out but we managed to fix that problem now  Working Prototype:    Game now allows players to see their cards  Requirements fulfilled: F1 – F7  Second half of sprint cycle:  What went well?  We were able to finish the game as in players can play the game like Cluedo and they can make suggestions and accusations  What didn’t go well?  We’ve been working well thus far, however, we needed to forgo fulfilled F12 as we didn’t have enough time and we needed to focus on sprint cycle 3  Working Prototype:    Requirements fulfilled: All requirements fulfilled except F12  What would we do differently next time?  We will make sure to complete our faster, perhaps have bi-weekly meetings to ensure we remain on track |