**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

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| 1. **Summary data** | |
| Team number | 7 |
| Sprint technical lead(s) | Oscar |
| Sprint start date | 07/04/2021 |
| Sprint end date | 28/04/2021 |

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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** |
| A game player agent: An agent that can take the role of 1 or more of the players. This would allow for a limited number of human players to enjoy a richer gaming experience. However,  it also provides the possibility for fully autonomous play when all the players are provided by the program. This will enable you to investigate various strategies as to how to play the game to the best advantage. Such simulations could be performed at high speed. Such simulations also offer a means of testing the performance and correct operation of your game  The game player agent should be able to play the game to the same extent that a human player would. The game player agent would roll moves, make suggestions and an accusation. The key point here is that the game player agent needs to be able to play the game, but it does not necessarily need to be any good at it, at least in the first instance. A game player could incorporate some simple rule for making in game decisions, or could feature relatively sophisticated Artificial Intelligence. But a game player could just operate on purely random decision making. That would still allow the game to be played. It is suggested that your make the game player agent perform random decision making initially, and then if time permits, look to increase the sophistication of the agent. The marking scheme places emphasis on the delivery of a working agent, and only a small amount of its relative game playing sophistication. Players may not retire from the game  Watson Games think that the electronic version offers the possibility of board customisation by the user.  A means of uploading initial data: to get the simulation started you will need a means of initialising it with data on the board layout, the players and other data need to make the game function. As this data will be loaded on start-up from external files, this means that the game is easily customised, and Watson Games see this as a valuable selling point of the new electronic version. |

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| 1. **Requirements analysis** |
| F1- There must be a way to select AI players to replace players.  F2- The AI player must roll the dice.  F3- The AI player must only be able to move the amount of squares rolled. Issue with highlighted clicking?  F4- The AI must move towards a target room when it rolls the dice. If it doesn’t reach the room this round it should try to move to the room next turn.  FO1- players blocking rooms affects AI room choice.  F5- When the AI reaches a room it must be able to make a suggestion. The AIs turn then ends. Should be random to avoid a single player being bullied by being chosen.  FO2- There should be some reasoning behind the suggestion choice.  F6- The AI player needs to be able to make an accusation. There needs to be some reasoning behind this. Could make an arbitrary turn counter for when it makes the accusation.  F7- There must be basic player name customisation.  F8- There must be basic player colour customisation.  F9- There must be basic weapon customisation.  FO3- There should be a way to customise board layout.  F10- Customisation must come from an external file. |

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| 1. **Design** |
| We did not complete design planning for sprint cycle 3 |

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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** |
| Working prototype:    What went well?  We were able to complete the customisation requirements.  What didn’t go well?  We struggled with creating the player agents and we were not able to complete it in time for the deadline and we did not have enough time to plan out sprint cycle 3 as well as the earlier sprint cycles  What would we do differently?  Perhaps meet every other day to ensure we complete our work in time |