Sprint 1 Report

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https://github.com/Jordinaa/cs449/tree/main/sprint1

Requirements

- ☑ ~~Choosing the board size~~
- ☑ ~~Choosing the game mode~~
  - ☑ ~~Simple~~
  - ☑ ~~General~~
- ☑ ~~Starting a new game~~
- ☑ ~~Making a move~~
- ☑ ~~Determining is a simple or general game is over~~

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1. User Stories (3 points)

Subject to change before Sprint 3

Once sprint 3 is done all changes are final

ID	User Story Name	User Story Description	Priority	Estimated Time (hours)
1	Choose a board size	As a player, I want the board size to be fixed, so when I play with others the rules are universal and we can share strategy.	High	2
2	Choose the game mode	As a player, I want to be able to choose between a simple or general game mode so that I	Medium	3

ID	User Story Name	User Story Description	Priority	Estimated Time (hours)
		can play for a shorter or longer amount of time.		
3	Start a new game of the chosen game mode	As a player, I want to start a new game with the game mode I choose so I can begin playing.	High	2
4	Make a move in a simple game	As a player, I want to be able to make a move in a simple SOS game.	High	4
5	A simple game is over	As a player, I want to know when the game is over and who won the simple game	Medium	2
6	Make a move in a general game	As a player I want to be able to make a move in a general game.	High	2
7	A general game is over	As a player, I want to know when the game is over and who won the general game.	High	1

Estimated development time: 16 hours

2. Sprint Backlog (3 points)

Subject to change before Sprint 3

Once sprint 3 is done all changes are final

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (To-Do, In-Progress Completed)
1. Choose a board size	AC 1.1	**Given** the game is launched, **when** the player has a fixed board size **then** the system presents the user with the the board size 8x8 and the user confirms	To-Do

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (To-Do, In-Progress Completed)
2. Choose the game mode	AC 2.1	**Given** the player agrees they know the board size is fixed, **when** the player selects the option to choose the game mode, **then** the system presents the options for a simple or general game mode, and the player can choose one of the game modes.	To-Do
	AC 2.2	**Given** the player selects a game mode and the selected game mode is either simple or general, **when** the selection is confirmed, **then** the system updates the game settings with the chosen game mode, and the game is reset or initialized to start with the selected mode.	To-Do
3. Start a new game with a chosen game mode	AC 3.1	**Given** the player has made a move, **when** the player selects the option to start a new game, **then** the system initializes a new game with the selected game mode, and the game board populates and is ready for play, and the player is asked to make the first move	To-Do
4. Make a move in a simple game	AC 4.1	**Given** a simple SOS game is in progress and it's the player's turn, **when** the player selects a cell to place either 'S' or 'O', **then** the system validates the move, and if valid, updates the board with the player's move, and if invalid, displays an error message and asks for a valid move.	To-Do
5. A simple game is over	AC 5.1	**Given** a simple SOS game is in progress, **when** there are no more moves left to make, **then** the system calculates the scores, and determines a winner, a draw, or a loser, and notifies the player of outcome.	To-Do

User Story ID and Name	AC ID	Description of Acceptance Criterion	Status (To-Do, In-Progress Completed)
6. Make a move in a general game	AC 6.1	**Given** a general SOS game is in progress and it's the player's turn, **when** the player selects a cell to place either 'S' or 'O', **then** the system validates the move, and if valid, updates the board with the player's move, and if invalid, displays an error message and prompts for a valid move.	To-Do
7. A general game is over	AC 7.1	**Given** a general SOS game is in progress, **when** there are no more moves left to make, **then** the system calculates the scores, and determines a winner, a draw, or a loser, and notifies the player of outcome.	To-Do