Premature Optimization – SPRINT 1 DELIVERABLE

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https://github.com/JulianMonticelli/1530\_Premature\_Optimization

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Task Network:

US11: Board Space Object

US14: Start Next Turn

US8: Deck Click Region

US12: Card Draw

US5: Random Draws

US4: Deck HUD

US7: Deck Image

US2: Turn Indicator

US9: First Player & Current Turn

US1: Game Board

US15: Get Number of Players

User Stories Completed:

Julian Monticelli: US1, US4, US9

Brandon Hedges: US11, US15

Teg Singh: US2, US12

Nathan Davidson: US5, US7

Erik Wright: US8, US14

Testing Procedure:

The user stories in sprint 1 revolve around implementing the GUI. As a result, we used visual tests instead of unit tests. Below are the corresponding visual tests used for each test.

US1:

After I input the number of players, the game board should appear.

When the game board appears, it should display the game tiles, a deck of cards, the players, and whose turn it is.

US2:

At all times, the name of the player whose turn it is should appear in the bottom left section of the screen.

When a player ends their turn, it will become the next player’s turn and their name will be displayed instead.

US4:

At all times, the names of the players should be displayed at the bottom of the screen.

After I draw a normal card, that card will be displayed next to the deck.

After I draw a double card, that card will be displayed next to the deck and a x2 symbol will also appear next to the deck.

US5:

Cards should be randomly drawn. If I play multiple games, the order cards are drawn in should vary.

If I close and relaunch the game, the order cards are drawn in should be different from last time.

When the deck runs out and is reshuffled, it should be in a different order than before.

US7:

At all times, the image of a deck of cards should be on the GUI.

The image representing the deck will change depending on how many cards are left. The deck’s appearance will change when less than 75%, less than 50%, and less than 25% of cards are left. Once the deck runs out and is reshuffled, it should display the original image of the deck.

US8:

When I click the image of the deck, I should draw a card and my turn should end.

If I click the deck when it is empty, it should shuffle all cards back into the deck, I should draw a card, and my turn should end.

If I click anywhere on the GUI other than the deck image, I should not draw a card.

US9:

When the game starts, it will be the first player’s turn.

When a player finishes their turn, it will become the next player’s turn.

Once the last player has taken their turn, it is the first player’s turn again.

US11:

The game board should display the game tiles, player names, and information HUD.

There should be six different color tiles, and they should be in a constant pattern.

US12:

When I draw a card, the state of the game will progress, meaning it will be the next person’s turn.

When I draw a card, the color of that card should match one of the six game tile colors.

US14:

After I draw a card I should move my token and end my turn. Because moving tokens is not yet implemented, I should just end my turn.

Whenever someone’s turn ends, the following player will have their turn.

US15:

After I start the game, A prompt asking for the number of players should appear.

After I input the number of players, the game will start.