INF112v16 G4 – Sprint 3

User requirements specification
Cover features in current sprint; precise and unambigous
Distinguishes between functional and non-functional requirements
Formatting: id | description | category | priority

Full score

Glossary
Include all relevant concepts and abbreviations for this sprint, short and clear definition, no implementation terms

Full score

Use case diagram
Include all relevant actors and use cases for the current sprint;
Use case names starting with verbs; descriptive names; actors connected to the right use cases
Clear and easy to read diagram

Full score

Use case specification
Cover the use cases in the current sprint; For each use case: A clear description of every step, must be understandable for a «real user» no design or implementation details (focus: _what_ the system shall do, not _how_); formatted according to the template in Larman with «happy path» and a few alternatives.

Full score

Communication diagram
A communication diagram for a network game; include relevant classes (3pt), correct numbering of messages (6pt), easy to read diagram (1 pt)

Full score

Domain model
Include all relevant concepts, and their most important attributes (without types); include multiplicity.
Good (descriptive) names of assosiations or roles, good names of classes and attributes.
No design or implementation classes.
Clear and easy to read diagram

Full score

Design model
Include all important implementation classes, and their most important attributes (with types) and method (with visibility, parameter list, return type); include multiplicity. Focus on domain layer classes.
Good (descriptive) names of assosiations or roles, good names of classes and attributes.
Clear and easy to read diagram

Full score

Source code
Well organised and easy to read; with good (descriptive) names of classes/interfaces, methods and variables
Cover all features in the current sprint
Javadoc for all classes and major methods

Noen ting burde vært refaktorert litt, og puttet i pakker. Blander inn litt GUI-elementer i logikken på serverGameCommunicator og serverLobbyCommunicator, som bryter med MVC. Trekker derfor ett poeng for det.
Dekker alle features i sprinten, så full score der.

Unit tests
Well organised etc as for code; should cover all non-trivial methods (special focus on testing game logic)

Full score, jeg er imponert!

Build script
Compiler and run the code, without errors, follow best practice for names on targets (Ant or Maven)

Full score. Kunne lagt til funksjonalitet for å starte server og game fra Maven.

Project management
Informative minutes of meeting for each group meeting and intermediate meetings; must cover main points discussed and decisions made.
Sprint Backlog (good splitting into tasks, estimates, responsible, status, (todo, in progress, in testing, done); if using Scrummy push a few pngs during the sprint.
Conducting (and documenting) a retrospective of the previous sprint; show group has addressed how organisation can be improved (further).

Full score.

Presentation
Clear presentation of design model (focusing on network game), tests (esp. for network game), a short demonstration of a network game and (if time) replay of a game, overall experience with work in the 3 sprints

Bra presentasjon. Trekker ett poeng for at dere brukte altfor lang tid på å forklare diagrammer litt for detaljert, og dermed gikk utover den totale tiden.

Extra
Things we didn't expect in this sprint; clean interfaces / user friendlyness / exceptionally good tests;

Dere scorer max på ekstrapoeng. Spillet deres er brukervennlig, og dere har tatt høyde for mange edge-caser som kan oppstå både i oppsett av spill og gjennom spillet. F.eks bruker taster ugyldig IP, Server-adresse vises i lobby, som gjør det lettere å invitere andre spillere osv. Interface har rene pene overflater, og det er relativt intuitivt å spille.
Dere har gått langt utover det vi forventet på testing av spillet, og det syntes.

Minus
Messy archive; poor commit messages, long or riducolous file names, lack of organisation: lacking PNG etc for diagrams, messy text documents, non-compiling code; including features that are not in the current sprint.

Ingen minus.

Totalt

Dere har jobbet bra, og det vises av git-statistikken at dere har jobbet jevnt og trutt med prosjektet fra sprint1. Dere leverer et eksepsjonelt arbeid som dere alle skal være stolt av å ha tatt del i.

$$\frac{100 + 100}{2} = 100 \; points$$