**Iteration 1 Project Plan:**

**CSCI 3130: Group 6**

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**User Stories:**

1. **As a player I want to have farming tools of the era to help with my farm’s needs.**

Acceptance Tests for user story 1:

Given: User has created a pocket watch

When:User right clicks

Then:System message of game time is displayed

Given: User has created a garden hoe

When: User strikes a block of dirt

Then: A variable number of blocks will be harvested

Given: User has created a scythe

When: User strikes a block of grass

Then: A variable number of grass blocks will be harvested

Given:User has created a push plow

When: User right clicks an area of dirt

Then: Multiple blocks of dirt are tilled

**2.** **As a player I want to be charged fees at the end of the month for basic needs, such as food, rent, supplies, children’s needs, as this will show the difficulties facing farmers in that time period.**

Acceptance Test for user story 2:

Given: 30 days past the starting date.

When: Sunrise

Then: There will a system message implying that the monthly rent is due and will be auto withdrawn.

Given: The system message for food is present

When: The user fails to have the appropriate amount of food for their family

Then: The user is penalized a strike

Given: The user is penalized with 2 strikes.

When: The user is penalized with the 3rd strike.

Then: The user loses their land thus losing the game.

3. **As a player, I want to have to deal with price changes on crops because this mimics conditions in the market of America during the mid 1800s.**

Acceptance Test for user story 3:

Given: A system message for price changes is displayed

When: ----------------

Then: The price on crops is modified

**Possible stories for late development:**

As a player I want to be able to expand my farm in order to make more profits.

As a player I want to be able to see the status of my farm and the daily weather condition.

As a player I want to be able to choose a difficulty before starting the game.

As a player i want to be able to plant, grown and maintain my farm

**Iteration 1 Tasks/ TimeFrame:**

**Tasks:**

-Create a Scythe tool,

-Create a Reaper tool (better Scythe),

-Create a Hand Pushed Plough

-Create a more realistic garden hoe

-Create a more realistic shovel

-Have basic farm map created (Moved to Next iteration)

-Create Pocket Watch

**Timeframe:**

Week of May 26th: Create Reaper and Scythe tools and Pocket Watch

-Paired Programming during Tuesday’s meeting.

(Nasser & Robbie, Arnold & YuCheng, Jake Updating Charts)

-Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

Week of June 2nd: Create Hand Pushed Plough,

-Paired Programming during Tuesday’s meeting

- Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

Week of June 9th: Create Modified Garden Hoe, and Modified Shovel

- Paired Programming during Tuesday’s meeting

- Consistently run JUnit tests on any algorithmic methods per object.

-Log any test data

-Update Burnup Chart

-Ensure deliverables checklist is met

End of Iteration 1

1. Iteration plan (user stories, acceptance tests, task breakdown, time estimates, work schedule,

task assignments)

2. Updated project charter

3. Progress charts (burnup, velocity, test)

4. Working, documented code (with test code)

5. Weekly lab meeting minutes

6.-Have basic farm map created

7. Iteration post-mortem review (a retrospective about the experience as a group, reflect on how

you will do the next iteration differently)