## **CPS406 Iteration 3 - Hogwarts Hobo game**

## 

## **Team 79 Members:**

## **Azarfar Farnaz,**

## **Ishaq Mary,**

## **Rahman Mahir,**

## **Samota, Jinu,**

## **Viwathanac Sothun**

## 

## **Contents:**

1. **Revised Product Backlog**:
   * The Product Backlog contains a list of user stories, tasks, and implementation for Iteration 3.
   * Each story/task is clearly labeled, along with estimated effort and actual effort values.
   * Completed stories/tasks are marked as such.
2. **Team Velocity**:
   * A diagram showing the team’s velocity during Iteration 3.
   * This helps visualize the team’s progress and capacity.
3. **Completed Source Code**:
   * contains the complete source code of our project. It includes all the necessary files and folders required to build and run our application.
4. **Test Report for Iteration 3**:
   * Provides a comprehensive test report for Iteration 3.
   * Outlines the tests that were executed, including those that have passed and any failures encountered.
   * Includes details on test conditions, inputs, and expected outputs.
5. **Final App Demo Video**:
   * Showcases our final application in action
   * Offers a visual demonstration of the key features and functionalities implemented in our project.

**Overview:**

Hogwarts Hobo game is a game that involves navigating a railroad with multiple tracks. Trains pass on these tracks at irregular intervals, and you must jump between tracks to avoid them. The longer you stay on a track, the higher the risk of encountering a train. Other participants may provide information about train movements, but this information may be delayed, inaccurate, or intentionally misleading.

The goal of the game is to maximize your lifetime on the tracks while minimizing the probability of encountering trains. This involves managing factors such as the number of tracks, the duration and frequency of train passages, the reliability of information from other participants, and the coordination of jumps with a group of other participants.

Participants must develop strategies to stay healthy for the longest time possible, as each encounter with a train reduces their health. The winner is the participant who maintains their health the longest. The game allows for the customization of parameters such as track number, train characteristics, and the presence of other participants to create unique challenges.