Development Planning Artifacts

* Product vision statement
* Product backlog
* Product roadmap
* Release plan
* Sprint backlog
* Increment

Product Vision Statement

TigerZone is a rendition of the popular board game Carcassonne and is in line with the project specifications provided by the Software Engineering course instructor Dave Small. The intent of this project is to simulate a real world situation where the product owner has requested a non-specific product be created and will update design requirements as the process continues. It is in this simulation where we must incorporate scrum practices, use sagacious architectural design and produce system/design/testing artifacts. The end result is to have developed a working multiplayer implementation of TigerZone, complete with artificial intelligence and networking capabilities.

Product Specifications

The following specifications are based on what has been given to us thus far.

1. The game must be a rendition of the game Carcassonne
   1. We can assume that we will follow all of the basic rules (available online)
      1. Scoring similar
   2. The requirements will change, so it will not be a full rendition
   3. The game will support up to two players
   4. Any illegal moves/run out of time results in a forfeit
2. The design must illustrate “clean” architectural design
   1. Can use BCE, Hexagonal architecture, “clean” architecture, etc.
3. The game must implement an artificial intelligence
4. The game must be able to communicate over a network
   1. The game must be able to run two games simultaneously

Release Plan

The following is a high-level time table for the release of working software. It is split up into individual sprints and what should be achieved by the target release of said sprint.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SPRINT** | **#1** | **#2** | **#3** | **#4** |
| **RELEASE** | 7 NOVEMBER 2016 | 14 NOVEMBER 2016 | 21 NOVEMBER 2016 | 28 NOVEMBER 2016 |
| **OBJECTIVE** | Requirements deciphered.  System design, development design, and testing artifacts completed. | Have board, tile, entity, scoring, and state systems in place. Conduct tests. | Have AI and interaction systems completed. Conduct tests. | Have game completed and in working condition, able to communicate over network. Conduct tests. |

Product Backlog

The product backlog serves as a functional, updatable list of the project scope. The entries are in the form of user stories and prioritized from top to bottom.

|  |  |  |  |
| --- | --- | --- | --- |
| **ID** | **ENTRY** | **ESTIMATE** | **PRIORITY** |
| 1 | As a player, I want to be able to start a new game. |  |  |
| 2 | As a player, I want to be able to choose to play against another person or a computer. |  |  |
| 3 | As a player, I want to be able to play against other people over a network. |  |  |
| 4 | As an AI (or player), I want to be able to see available tiles. |  |  |
| 5 | As a player, I want to be able to place down a tile. |  |  |
| 6 | As a player, I want to be able to place down a meeple on either a road, town, or field. |  |  |
| 7 | As a player, I want to be able to see my score and my opponents score at all times. |  |  |
| 8 | As a player, I want to be able to know the available locations I can place my next tile. |  |  |
| 9 | As a player, I want to be able to know where other tiles are located. |  |  |
| 10 | As a player, I want to be able to see what the current playing tile is. |  |  |
| 11 | As a player, I want to be able to rotate the current playing tile. |  |  |
| 12 | As a player, I want to be able to accept or decline a move decision I made. |  |  |
| 13 | As a player, I want to know how many meeples I have available. |  |  |
| 14 | As a player, I want to know where I currently have meeple located. |  |  |
| 15 | As a player, I want to see who I am playing against. |  |  |
| 16 | As a player, I want to be able to know my remaining tiles. |  |  |
| 17 | As a player, I want to be able to know if my move is valid or not. |  |  |
| 18 | As a player, I want to know where my opponents meeple are. |  |  |
| 19 | As a player, I want to know where tiles are currently placed. |  |  |
| 20 | As an AI, I want to be able to play two games simultaneously. |  |  |
| 21 | As a player, I want to know when I can pick up my meeple. |  |  |
| 22 | As an AI, I want to be able to know how much time I have |  |  |
| … | ... | … | … |