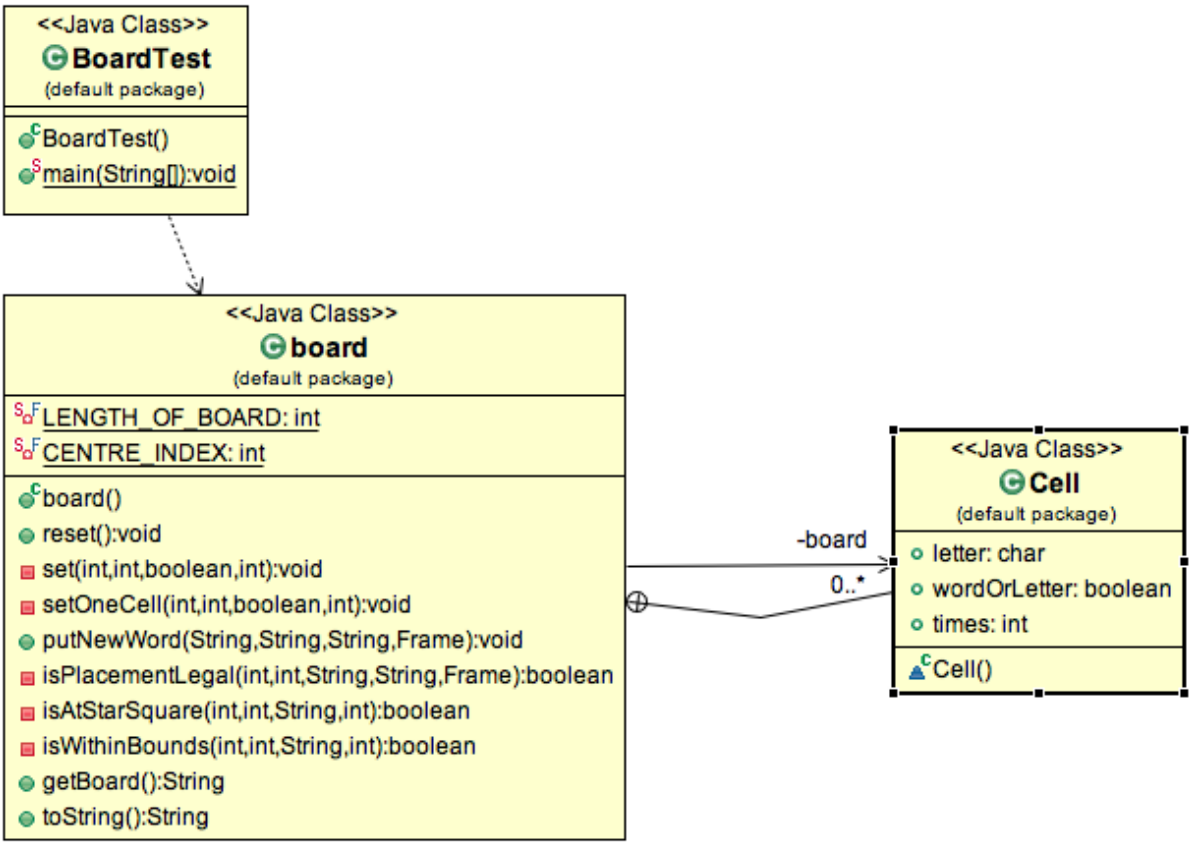
COMP20050 Documentation

Team: yet_itCompiles
Assignment: Assignment 2
ScrumMaster: Yongzhen Ren

Sprint Backlog

Task	Owner	Estimate	Due	Done?
Class Design	Yongzhen Ren Dylan Dowling	4 days	20/02/15	Yes
Function Implementation	Yongzhen Ren Mohsen Qaysi	1 day	21/02/15	Yes
Final Testing	Mohsen Qaysi	1 day	22/02/15	Yes
Documentation	Pranav	1 day	22/02/15	Yes

Class Diagram



Functions

reset()

Creates a new board with positions on the board set to blank, ready for input.

setOneCell(int, int, boolean, int)

Uses the private cell class to set a single position on the board.

set(int, int, boolean, int)

Uses the setOneCell method to set a value in a given position. According to the position of one cell, set the same value for all four symmetric positions on the board.

getBoard()

Creates the board visually in the console.

isInDictionary()

Will check if the word entered by the user is a legal word based on the words contained in either an array or file.

isPlacementLegal()

This method will check if the user enters a word correctly, either horizontally or vertically but not diagonally.

putNewWord()

If isWordDictionary and isPlacementLegal return true, then the word can be placed on the board. If either return false, the user cannot place the word on the board.

toString()

Stores the current tile positions

Test Plan

Feature	Owner	Pass?
Class Testing * Create a class that is playable. * Allow the user to play the game while testing the buges. * All the feature works, so far so good. * Any inputs that does not follow the rules will not be accepted.	Mohsen Qaysi	Yes

Review & Retrospective Summary

Problem	Resolution	Lesson
Input position	Give the user to specify the position	put constructions and rules with checks in the Board.class to limit the user inputs from causing errors.

The main aim of this scrum was to create the class Board and associated classes which are an important part of the project. We also needed to create functions to set cells,check whether a placement is legal, put new words and also create the board virtually in the console.

At a meeting on Monday 16th February, the Scrum Master Yongzhen Ren allocated the work to the team. Yongzhen Ren and Dylan Dowling were given the task of designing the class and implementing the methods and Mohsen Qaysi were given the task of testing the code. Pranav was writing the documentation. The Code was submitted on time before the Friday deadline as discussed and the code was tested on Saturday and a minor bug was discovered. The Code was then sent back to the development phase where the bug was corrected and tested again. When there was no error, we decided to proceed and began the process of compiling the documentation.

The process of working on this scrum was enjoyable and we all managed to complete our work on time and correct some mistakes from the first scrum