Software Engineering Cowards – SPRINT 2 DELIVERABLE

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https://github.com/RedSoxFan/2174\_CS1530\_SoftwareEngineeringCowards

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SPRINT 2 ACCOMPLISHMENTS

This sprint a lot of the main functionality of the game was completed. This includes aspects such as clicking to move pieces on the board, the white and black teams alternating turns, and starting a new game. Some additional functionality we included this sprint that wasn’t required was ensuring that only the king can occupy the center square and any of the four corners and the ability to save a game state (but not load yet, we will do that in the next sprint).

A disagreement that arose was that one team member was very for using tabs instead of spaces, but ultimately got outvoted and had to deal with using spaces instead. Other than that we continues to use the style checker to ensure that all of our code is similar in style and easy to read by everyone. We did not really have to resolve any disagreements other than deciding whether to use tabs or spaces for indentation.

We have not changed our development process at all since the first sprint; we continue to communicate via a group text for major decisions. If this method proves to be too much of a burden in the future we will probably switch to something like Slack for team communication. We have not really run into any major challenges with the coding/testing yet because most of the user stories implemented thus far have not been overly complex.

//TODO insert design patterns we used here or anything extra

USER STORIES

**Story Points: 8**

As a player

I want to be able to use the mouse to click and move the pieces

So that I can play Hnefatafl

**Story Points: 4**

As a player

I want to be able to save and load my Hnefatafl games

So that I can take a break in the middle of a game to resume later

**Story Points: 2**

As a player

I want to be able to start a new game or quit the game whenever I choose

So that I have more flexibility in what I do with the game

**Story Points: 2**

As a player

I want there to be two sides: a king with his defends and attackers

So that I can play Hnefatafl against someone

**Story Points: 1**

As a player

I want there to be 12 defenders and 24 attackers

So that the Copenhagen rules are obeyed

**Story Points: 1**

As a player

I want the board to be a grid with 11 rows and 11 columns of squares

So that the Copenhagen rules are obeyed

**Story Points: 2**

As a player

I want the initial board setup to be as follows (A:Attacker D:Defender K:King)

A A A A A

A

A D A

A D D D A

A A D D K D D A A

A D D D A

A D A

A

A A A A A

So that the Copenhagen rules are obeyed

**Story Points: 1**

As a player

I want the attacker's side to move first

So that the Copenhagen rules are obeyed

**Story Points: 2**

As a player

I want the game to progress with alternating moves between the two sides

So that the Copenhagen rules are obeyed

**Story Points: 2**

As a player

I want to be able to move a piece on my side any number of vacant squares along a row or column

So that the Copenhagen rules are obeyed

**Story Points: 2**

As a player

I want the central square to be the throne and can only be occupied by the king

So that the Copenhagen rules are obeyed

**Story Points: 4**

As a player

I want the king to be the only piece that can occupy any of the four corners

So that the Copenhagen rules are obeyed

**Story Points: 1**

As a player

I want any piece to be able to pass through the throne when it is empty

So that the Copenhagen rules are obeyed

DESCRIPTION OF DECISIONS