Software Engineering Cowards – SPRINT 5 DELIVERABLE

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

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SPRINT 5 ACCOMPLISHMENTS

We once again communicated mainly by talking in class and through a group text. The major accomplishments this sprint was adding the timers to both sides of the game so that the players are now more limited in the time they can take to make a move, and implementing some of the more complex rules such as shield wall. Along with implementing the timers and rules, a lot of refactoring was done to try and make the code more amenable to future changes for the final sprint. We changed the game saving/loading process to allow the user to actually choose the file and folder using a GUI, instead of having the user simply type in a file name. We had one customer interaction where we wanted to verify the specifics of the shield wall rule. We asked if it was necessary to have multiple walls for the shield wall capture, and we were told it was acceptable to only account for having a single wall for the shield wall rule. As our code got refactored, it was also necessary to update some of the tests to account for the fact that the code was changing. Overall there were not too many difficulties that arose during this sprint, and there was a lot of focus on refactoring code and making sure everything was operating efficiently and that there was not any code doing unnecessary work.

USER STORIES COMPLETED

**Story Points: 16**

As a player

I want a row of pieces along any edge to be captured, excluding the king, if there is an enemy piece on both ends and an enemy piece adjacent to each piece parallel to the edge (Shieldwall Capture)

So that the Copenhagen rules are obeyed

USER STORY DECISIONS

DEFECTS FOUND