Software Engineering Cowards – SPRINT 5 DELIVERABLE

Brian Ashworth – RedSoxFan

John Johnson – jdj20

Edwin Mellett – WynWinz

Aaron Tamenne (Scrum Master) – atamenne

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

(29 MAR 2017)

SPRINT 5 ACCOMPLISHMENTS

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