Software Engineering Cowards – SPRINT 6 DELIVERABLE

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

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SPRINT 5 ACCOMPLISHMENTS

USER STORIES COMPLETED

**Story Points: 16**

As a player

I want to be able to play against an AI as a defender or attacker

So that I can play by myself

**Story Points: 8**

As a player

I want the king and his defender's side to win if the king is adjacent to an edge, can move, and it is impossible for the attacks to capture him after any number of moves

(aka Exit Fort)

So that the Copenhagen rules are obeyed

**Story Points: 8**

As a player

I want the attackers to win if there is a barrier of attacker's pieces surrounding the king and all remaining defenders preventing the king from escaping

So that the Copenhagen rules are obeyed

**Story Points: 8**

As a player

I want the attackers to win if the defenders repeat the defending board position three times while no piece is captured

So that the Copenhagen rules are obeyed

**Total Velocity: 40**

DEFECTS FOUND