**SPRINT DOCUMENTATION 2#**

| 1. **Summary data** | |
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| Team number | Team 15 |
| Sprint technical lead(s) | Morgan, Ryan |
| Sprint start date | 28/02/2023 |
| Sprint end date | 07/03/2023 |

| 1. **Individual key contributions** | |
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| **Team member** | **Key contribution(s)** |
| Yash | Documenting |
| Nelson | Documenting |
| Eddie | Testing/ Design |
| Noah | Testing/ Design |
| Ryan | Programming |
| Morgan | Programming |

| 1. **User stories / task cards** |
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| Story: This cycle should be able to have a prototype where, a player class is complete, working dice and settlements. The player shall be able to get a number from the dice and decide if they want to build settlements for instance.  Table showing a series of tasks with descriptions, durations, and any predecessors   | Task Number | Task Card | Duration  (Days) | Predecessor(s) | | --- | --- | --- | --- | | A | Frontend player Class | 7 | None | | B | Working Settlements | 7 | F | | C | Basic UI | 3 | None | | D | Polish UI | 3 | C | | E | Dice Number Generator | 1 | None | | F | Working Roads | 2 | None | | G | Node Mapping | 4 | None | | H | Review Stage | 1 | D, F, B |   Table showing tasks and their lifespan   | Task | Duration | Earliest Start | Earliest Finish | Latest Start | Latest Finish | Critical Path | | --- | --- | --- | --- | --- | --- | --- | | A | 7 | 0 | 7 | 0 | 7 | Yes | | B | 7 | 2 | 9 | 2 | 9 | Yes | | C | 3 | 0 | 3 | 0 | 3 | Yes | | D | 3 | 3 | 6 | 3 | 6 | No | | E | 1 | 1 | 2 | 1 | 2 | Yes | | F | 2 | 0 | 2 | 0 | 2 | Yes | | G | 4 | 0 | 4 | 0 | 4 | Yes | | H | 1 | 9 | 10 | 9 | 10 | No |   A PERT chart was created and it can be found in the PERT chart folder inside this zip file. |

| 1. **Requirements analysis** |
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| | Functional Requirements | | | | --- | --- | --- | | Reference | Description | Mandatory/Desirable | | F1 | Mapping Nodes, ensuring roads and settlements are functional | Mandatory | | F2 | Player class that contains all information for a player | Mandatory | | F3 | Ensure the Dice Number Generator is functional | Mandatory |  | Non-Functional Requirements | | | | --- | --- | --- | | NF1 | Improving the ART | Desirable | | NF2 | Music/ Sound effects | Desirable | |

| 1. **Risk Analysis** |
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| | Risk1: | | | --- | --- | | Risk Description (Identification) | Staff unable to work due to part time working (People Risk) | | Likelihood of Risk | Moderate | | Risk Impact | Delays on the development of the prototypes | | Mitigation of Risk | Plan out substitutes to cover one another | | Monetization of Risk | Created a google calendar including everyones’ shifts |  | Risk 2: | | | --- | --- | | Risk Description (Identification) | Teammates incomprehensive knowledge of using github(not knowing how to clone or make branches, etc.) | | Likelihood of Risk | High | | Risk Impact | Ineffective github usage | | Mitigation of Risk | Double confirm before creating | | Monetization of Risk | Github tutorial class directly from our lead programmer |   Risk Mitigation Log:   | Risk Number | Likelihood of Risk (Previous) | Step Taken | | --- | --- | --- | | Risk 1 | Moderate | Appointed a substitute | | Risk2 | High | Tutorial class from experienced user | |

| 1. **Design**   Visual representation of the goal for this sprint cycle:    Task : Class Diagram |
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| 1. **Test plan and evidence of testing** |
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| In terms of testing within the second sprint cycle, we decided not to start yet until the third sprint cycle.  Evidence:[Meeting #6](https://docs.google.com/document/d/1tmQDPBAIkfig6xvPOhZWt7z3raFkr4XkKN1kUnHnH-8/edit?usp=share_link) |

| 1. **Summary of sprint** |
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| *You should consider and discuss:*   * *We successfully understand what we are lacking and during the learning process, we managed to complete the assigned workload* * *The Board is not fully developed yet, but we are steadily approaching that direction* * *In terms of people risk, since most of our teammates have the responsibility to attend part time jobs, time management becomes a vital factor for everyone. Besides, unexpected events for example illness, migration of risk is putting in substitution. However, each member is completely clear which directions we are aiming and pushing forward* * *Hoping the testing phase to kick in for preventing bugs or errors* |

| 1. **Notes** |
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