COMP20050- Software Engineering Project II

PROJECT PLAN

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GROUP 20

Project Plan

Sprint	Features
1	1.1 A feature that implements the board layout with coordinates marked out. 1.2 A feature implementing the "Welcome" screen to the user. 1.3 A feature to place atoms and successfully commence the game. 1.4 A feature that displays the in-game options. (Show/Check/Quit/New Ray/Place Atom)
2	2.1 A feature implementing a ray that doesn't encounter any atoms. 2.2 A feature implementing a ray that makes a direct hit to an atom. 2.3 A feature implementing a ray that approaches one atom and is deflected 60deg.
3	3.1 A feature implementing a ray that approaches two atoms and is deflected 120deg (two 60deg deflections). 3.2 A feature implementing a ray that approaches two/three atoms and is deflected 180deg. 3.3 A feature implementing a ray that immediately hits a circle of influence and gets reflected straight back. 3.4 A feature that considers another complex path.
4	4.1 A feature that displays the full board with all rays, atoms and circles of influences 4.2 A feature that displays the detailed breakdown of score

Trello Board