



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

The Trello board is organized into three columns: **To do**, **Doing**, and **Done**.

To do column:

- S1: "Welcome" screen (PT)
- S1: Placing atoms (PT)
- S1: In-game options (NA, SC)
- S2: Ray encountering no atoms (NA)
- S2: Ray makes a direct hit (SC)
- S2: Ray approaches 1 atom, gets deflected 60deg (PT)
- S3: Ray approaches 2 atoms, deflected 120deg

Doing column:

- S1: Board (NA, SC)

Done column:

- + Add a card