Project Plan for Sorry!©

Team Sorry Dragons

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1. Milestone 1 Update

Team Sorry Dragons successfully completed the first two milestones, including the implementation of all planned features. The current version of the game includes a GUI that accurately draws the board including pawns, a data structure providing a logical representation of the board that is in no way reliant on the aforementioned GUI, and a game engine that can interact with the underlying data structure. All of these components have been thoroughly tested, using both block and branch coverage metrics. The goals for the first code milestone included: a displayable GUI, a game engine, a usable data structure, and a working game simulation. As such, this milestone was completed on schedule.

2. Revised Project Completion Plan

The project plan has been revised following milestone 1, to better reflect the team's expectations and anticipated challenges. Class week 4 involves implementation of the most critical gameplay sections, which has the greatest potential to spill over into the following week.

2.1 Class Week 4 Features

- Deck functions properly, reading card information and acting as a realistic deck
- Track player turns, switching turns only when a player finishes
- Updating the board
- ~~Add player choices for moves~~ Implement mouse listener to detect desired moves
- Victory conditions implementation

2.2 Class Week 5 Features

- File I/O implementation for Deck and Board
- Determine decision trees for game logic
- Save/Load implementation
- Valid move checker implementation

2.3 Class Week 6 Features

- Label implementation
- Menu implementation
- Language implementation
- Main Menu addition
- GUI visible (with various portions)

2.4 Class Week 7 Features

- System testing
- Manual testing
- Start board rotation implementation

2.5 Class Week 8 Features

- Outside (non-developer) testing of game for validity
- Decision tree improvements

2.6 Class Week 9 Features

- Alternate ruleset implementation
- Rage-quit implementation