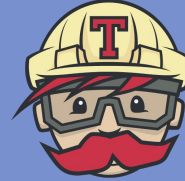


# Byte Mechanics



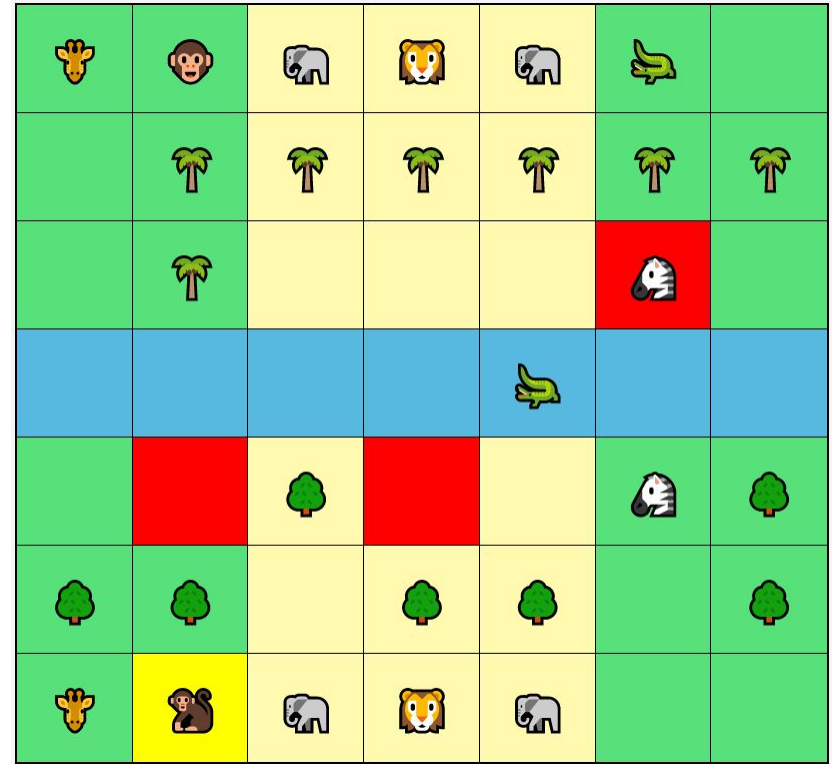
## Sprint 2 Presentation

Abby Rictor, Aislinn Jeske (Scrum Master), Farzaneh Elyaderani, Marylou Nash, Zachary Klausner

# Congo

## High-Priority User Stories (Sprint 2)

- Register an account
- Login/ logout from an account
- Invite a User(s) to Play Game
- Perform a Move on Current Game
  - Retrieve existing game from database
  - Update board after performing valid move
- Create a New Game (In progress)
  - Store game and player info in database
- Accept an Invitation (In progress)



# User Stories

## High Priority Stories and Tasks ( Must have)

### User can register/create an account

- User enters an email, username, and password
- Check if username and email are unique
- A profile will be created for user
- User info added/stored in the database

### User can login/logout to profile

- User log into profile and see information (opponent, start/end times, state) of current, finished, and abandoned games
- User can see other player's profile
- user can log out from an account anytime

### User can create a new match

- User choose a partner to play by sending invitation
- If invitation is accepted, a new match is created
- Game starts with having at least 2 players

### User can invite a friend to play

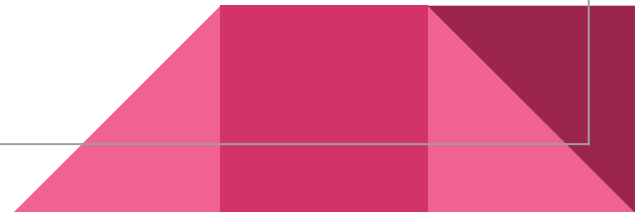
- User can invite a friend to play a game
- User sends email/ notification for invitation

### User can accept the game invitation

- User accept the invitation by clicking the accept button
- User logs into their profile to view newly started game

### User can make a move on current game

- User can make a valid move on his ongoing game



# CRC Cards

Game	
Responsibilities	Collaborators
<ul style="list-style-type: none"><li>Create new game session</li><li>Load game session from database</li></ul>	GameBoard DatabaseHandler

GameBoard	
Responsibilities	Collaborators
<ul style="list-style-type: none"><li>Setup new board and place pieces</li><li>Move a piece</li><li>Determine if a piece has drowned</li></ul>	Lion Monkey Giraffe Crocodile Pawn Zebra Elephant GamePiece

Query	
Responsibilities	Collaborators
<ul style="list-style-type: none"><li>Create queries to add, update, and get information from the database</li></ul>	

GamePiece	
Responsibilities	Collaborators
<ul style="list-style-type: none"><li>Determine if piece is in river</li><li>Validate that a move is legal</li><li>Determine if path is clear for a piece to move</li><li>Helper methods for valid moves</li></ul>	Lion Monkey Giraffe Crocodile Pawn Zebra Elephant GameBoard

DatabaseHandler	
Responsibilities	Collaborators
<ul style="list-style-type: none"><li>Register user and store info in database</li><li>Check username and password in database so user can log in</li><li>Unregister user and remove info from database</li><li>Add new game to database</li><li>Get game from database</li><li>Save game changes to database</li></ul>	Action Query

Crocodile	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a crocodile piece based on the current state of the board</li> </ul>	

Elephant	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by an elephant piece based on the current state of the board</li> </ul>	

Giraffe	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a giraffe piece based on the current state of the board</li> </ul>	

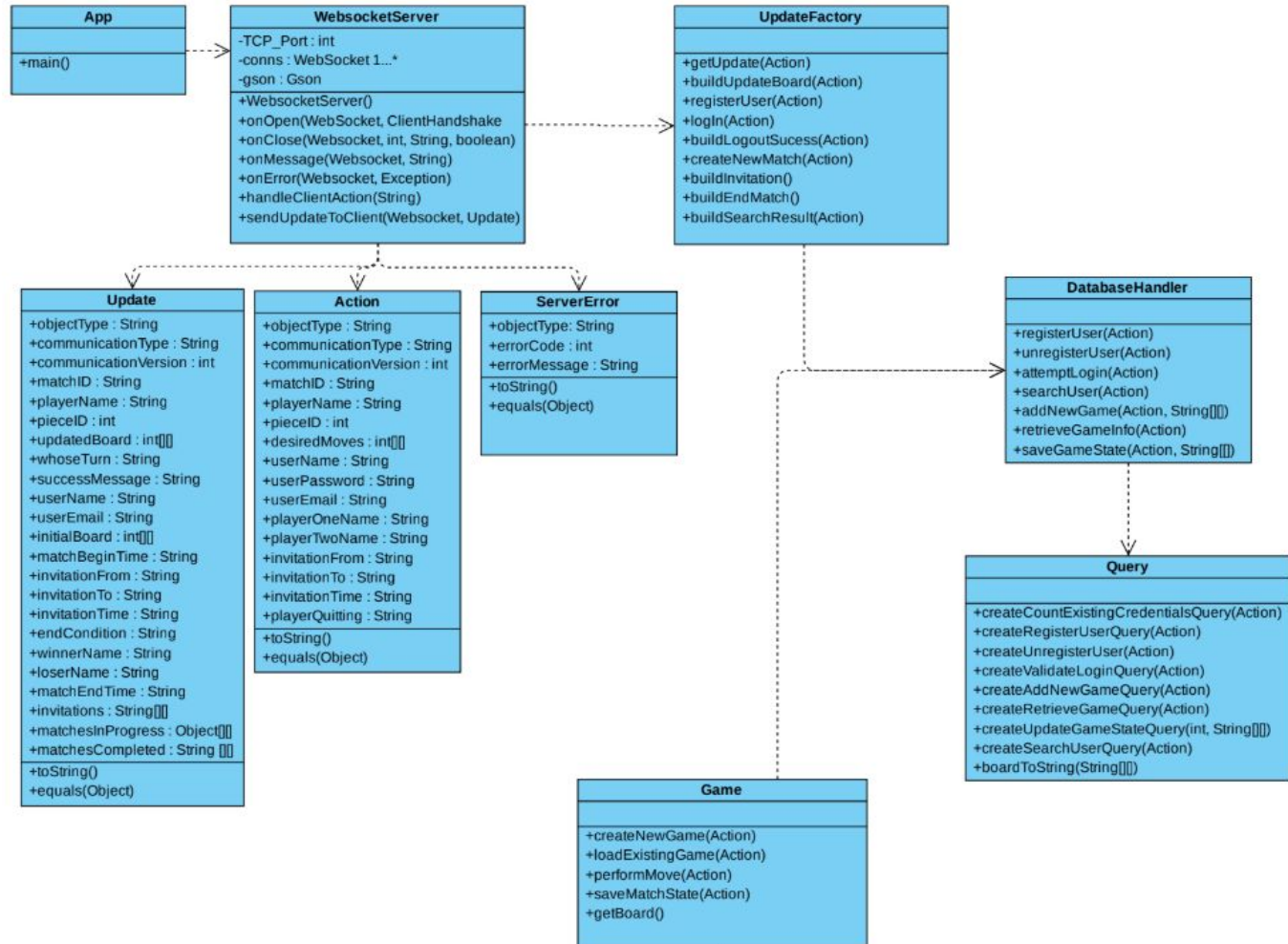
Zebra	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a zebra piece based on the current state of the board</li> </ul>	

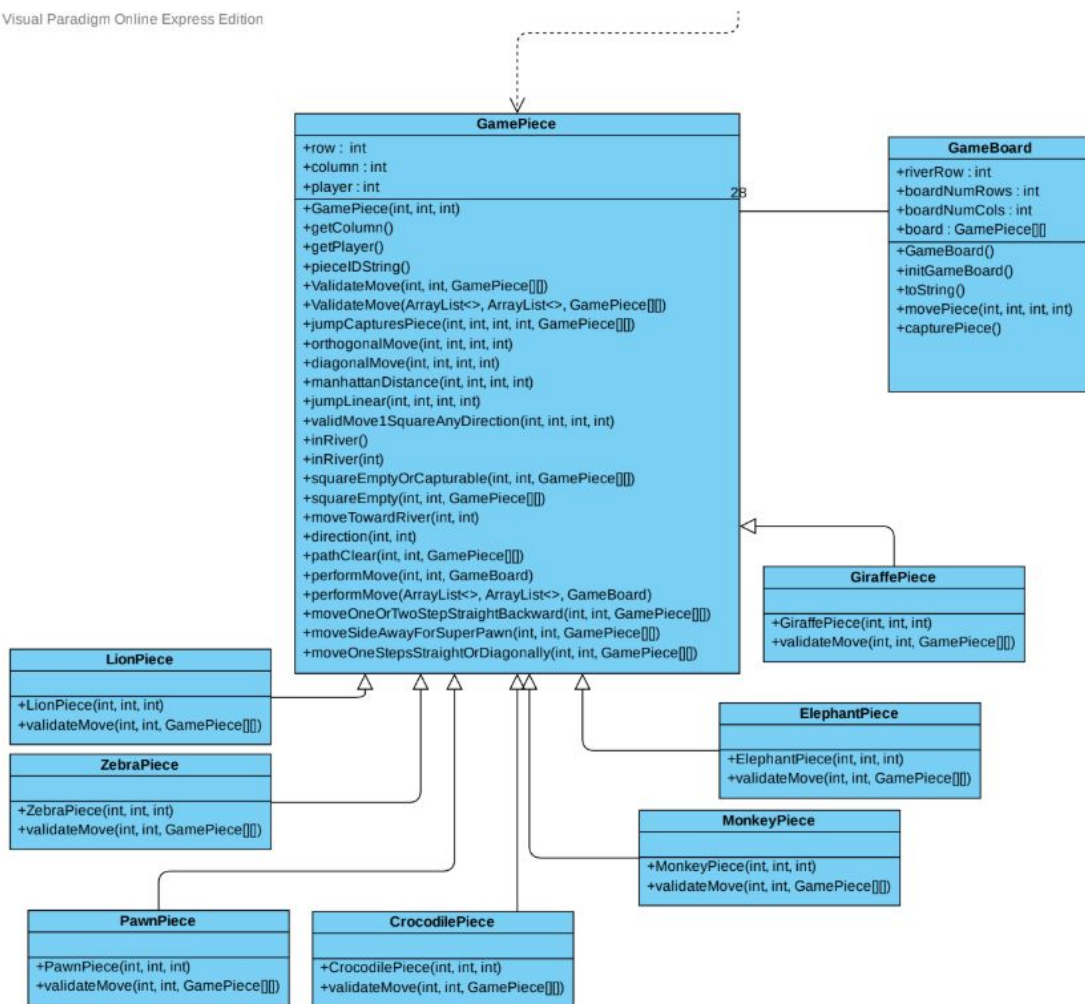
Lion	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a lion piece based on the current state of the board</li> </ul>	

Monkey	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a monkey piece based on the current state of the board</li> </ul>	

Pawn	
Responsibilities	Collaborators
<ul style="list-style-type: none"> <li>Validate legality of a move made by a pawn based on the current state of the board</li> </ul>	

# Class Diagram







# Traceability Link Matrix

A	V	W	X	Y	Z	AA	AB
	/pom.xml	<a href="#">Client-ServerCommFormats.md</a>	DatabaseHandler.java	Query.java	Update.java	Action.java	UpdateFactory.java
User Story #28: User Accepts Game Invitation							
User Story #29: User Rejects Game Invitation							
User Story #30: User Abandons Game							
User Story #31: User Makes Move on Current Game							
User Story #32: User Unregisters Account							
User Story #44: Implement Drowning							
User Story #45: Implement Game Board UI							
User Story #60: User Views Games			X	X			
User Story #61: User Searches Games			X	X			
User Story #69: Create and Organize a Tournament			X				
User Story #70: Distribute Awards for Tournament Results			X				
User Story #71: Users can Message Other Users							
User Story #72: Users can Play Against an AI Opponent					X		X
User Story #73: Keep Track of Player's Ranking and Badges			X				
User Story #74: User Can Play Multiple Games at Same Time							
User Story #75: Keep Track of Player's Game History			X	X			
User Story #76: User Can Log into their Account							
User Story #77: User Can View All Pending Invitations				X			X
User Story #78: User Can Select a Game to Play			X	X	X		X
User Story #79: User Can Close (& Save) Game & Select AI Opponent			X	X	X		X
User Story #80: User Can Log Out of their Account							
User Story #81: User Can View & Search Profile of other Players			X	X			X



# Kanban Board

1 Sprint Backlog

1

User can select a game to play

#78 opened by zachklau

Story

8 In progress

1

User Rejects a Game Invitation

#29 opened by aislinnjeske

Story

1

User Accepts a Game Invitation

#28 opened by aislinnjeske

Story

1

User can view all pending invitations

#77 opened by zachklau

Story

1

Add ability to view pending game invitations

#133 opened by zachklau

Task

1

User Starts a New Game

#27 opened by aislinnjeske

Story

1

User can log into their account

#76 opened by zachklau

Story

1 Review in progress

1

Users can view and search the profiles of other users

#81 opened by zachklau

Story

39 Done

1

Add ability to invite a user to a game after finding them in the database

#132 opened by zachklau

Task

1

Save Game Info in DB

#91 opened by aislinnjeske

Task

1

User Makes a Move on a Current Game

#31 opened by aislinnjeske

Story

1

Handle Updated Board response for valid move from server to client

#118 opened by farikdk

Task

1

Add search box to Invitations page for searching users to invite.

#124 opened by zachklau

Task

1


Add Invitations page to client

Automated as In progress

Manage

Automated as Done

# Review and Retrospective

- **What work did we commit to being delivered?**
    - Storing a game in database
    - Search for players to invite, Send game invitations, Accept/Decline Invitations, View invitations
    - Making a move on the board
    - User login/logout, User registration, User unregisters
  - **What work did we complete?**
    - Storing a game in database
    - Searching for players to invite, Sending game invitations
    - Making a move on the board
    - User login/logout, User registration
  - **What did we do well?**
    - Refactored, worked on other parts of the code base, communication, open to changing implementation,
  - **What should be focus more on to improve?**
    - Tackle bigger more extensive changes early in sprint to allow time to adjust
    - Smaller and incremental changes
    - Merge early - Merge often
- 



# Questions/Demo