CS449 Sprint 1 Report

Michael Cu, Elias Julian Marko Garcia, Samual Lim

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1.1 A Rustic Nine Men's Morris for the Web

Vision Statement

Mission Statement

Elevator Pitch

Business Value

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2.1 Story Board

SID	Story Name	Priority	Time Estimate (hr)	Actual (hr)	Status	Developer
2.2	Blank Board	high	10hr			
	Piece Placement	high	10hr			
	Piece Movement					
	Flying Pieces					
	Defining End Game					

2.2 Mills Board

Description

As a user, I need an empty board consisting of 4 expanded squares with 8 equidistant positions each to play a game of Nine Men's Morris.

2.3 User Input and Selection

Description

As a user, I need to be able to select and choose input from the web GUI of the application to be able to play and take turns at Nine Men's Morris.

2.4 Starting a Game

Description

As a user, I need a GUI to prompt me with the options to start a game with either another human or against the computer for Nine Men's Morris in order to play the game.

2.5 Assigning Players

Description

As a user, I need to be assigned the role as either the first or second player, whether against another human or the computer, in order to know my player turn (either first or second) in the game.

2.6 Piece Placement

Description

As a user, I need to place nine pieces on unoccupied positions in turn with another player to start off a game of Nine Men's Morris.

2.7 Piece Movement

Description

As a user, I need to be able to move my pieces into adjacent positions that are not occupied by the other player or adjacent to their mill in order to take a turn.

2.8 Mill Formation

Description

As a user, I need the game to recognize that I have formed a mill upon moving three of my own pieces into adjacent positions so that I may gain the future ability to attack and defend my mill pieces from being eliminated.

2.9 Piece Elimination

Description

As a user, after forming a mill, I need the ability to remove an opponent's piece of my choosing so long as either it is not in a mill or any piece given

all available pieces are in a mill, so that I may appropriately attack my opponent.

2.10   Flying Pieces

Description

As a user, upon reaching three remaining pieces, I need the ability to fly (jump) my pieces across the board to any un-occupied point in order to play Nine Men's Morris according to the rules. Whether the position is guarded is a variant of the game, implementation decision TBD.

2.11   Defining End of Game

Description

As a user, when either myself or the opponent reaches less than three pieces, i.e. two pieces, I need the game and to declare the respective winner in order to successfully finish a game of Nine Men's Morris.

2.12   Restarting and Replaying a Game

Description

As a user, after having completed a game of Nine Men's Morris, I need the GUI to prompt me to either play again or to end the game software so that I can accordingly choose whether to keep playing or to end my game session.

[Template User Story]

Description

Priority

Estimate

Actual

Status

Developer

3   Acceptance Criteria

3.1   Criterion Board

4   Implementation Tasks

4.1   Summary of Production Code

SID & Name	ACID	Class Name(s)	Method Name(s)	Developer	Status	Notes
1	2	Qux	Bizz	Daz	Qud	Foo

4.2   Automated Test Code

SID & Name	ACID	Class Name(s)	Method Name(s)	Description	Status	Developer
1	2	Foo	Bar	Fizz	Buzz	Quz

4.3   Manual Test Code

SID & Name	ACID	Test Input	Test Oracle	Status	Notes	Developer
1	2	Fizz	Fuzz	Quz	Bar	Qud

4.4   Other Manual Test Code

ID	Test Input	Expected Result	Class Name	Method Name of Test	Status	Developer
1	Foo	Bar	Fuzz	Quz	Fizz	Bazz

5   Meeting Minutes