

Homework 1

Version	Date	Author	Comments
1.0	07.09.2010	Anna Agafonova	Google document created and shared between team members, some comments about team coordination added
1.1	08.09.2010	Anna Agafonova Olga Agen Anastassia Soikonen Natalia Timofejeva	Exercise one done
1.2	09.09.2010	Anna Agafonova Olga Agen	Added 3 User Stories for exercise 2 and 2 User Stories for exercise 3
1.3	10.09.2010	Natalia Timofejeva Anastassia Soikonen	Added another 3 User Stories for exercise 2 and 2 User Stories for exercise 3
1.4	11.09.2010	Anastassia Soikonen	Correct document created, and sended to another members
1.5	12.09.2010	Anna Agafonova Olga Agen Anastassia Soikonen Natalia Timofejeva	Final revision made, created .pdf file

Nice, looking forward to your commits in your git repository.

Exercise 1

Anastassia Soikonen, A40654

- +experience in project management and coordination within a small team
- +ability to analyze and document project tasks
- + hardworking and able to learn fast
- +communicative
- don't have prior work experience - experience only within university

Anna Agafonova, A51084

- + work experience in project management, testing coordination and general problem solving within a small team
- + varied skills and quick learning ability - can assist in different tasks
- + technical writing
- small programming experience

Natalja Timofejeva, A61843

- +work experience in software testing
- +experience in project management
- +documentation writing
- not enough programming experience

Olga Agen, A72090

- + work experience in software development
- + good programming skills (especially in Java)
- hate writing and general\theoretical things

Why do we make a good developer team

Members of a team successfully complement each other, all range of necessary abilities and skills is covered by one or another member of the team.

When will you meet? Submit this ASAP to gain the other 0.5. 0.5/1

Exercise 2 (Mancala)

User story 1

Title: Starting Mancala for the first time.

Precondition: Computer is working, running Windows 7 operation system and internet browser is closed. Computer user Karli would like to play Mancala game for the first time.

Action:

- User Karli opens the browser window and goes to http://www.aficio.org/unionshop/games/game_mancala.cfm, where is a Mancala board game simulator available.
- Karli clicks on the button labeled “1 player” in the middle of the game window.
- Three new buttons appear on the screen: “Beginner”, “Regular” and “Advanced”.
- Karli selects the “Beginner”.
- Game starts.

Postcondition: Gaming environment is displayed, which consists of a board with 2 large cups and 12 small cups that contain 4 different coloured stones each. It is also indicated which cups belong to the computer and which to the user, and that it is currently user’s turn. User is offered by the application to select a cup of stones on his side and application is waiting for the user to click on one of the cups.

Pretty nice, but already nearly a scenario (could be broken down into more user stories)

User Story 2

Title: Karli gets 2 captured stone by the first move

Precondition: Mancala 1Player game for beginner is started and gaming environment is displayed. The last one consists of a board with 2 large cups and 12 small cups that contain 4 different coloured stones each. It is also indicated which cups belong to the computer and which to the user, and that it is currently user’s turn. User is offered by the application to select a cup of stones on his side and application is waiting for the user to click on one of the cups.

Action:

- Karli selects third small cup from the left on her side.
- The stones go one by one into every next cup.
- The last stone falls to the large cup on the right.
- Karli gets one free turn.
- Karli selects the fourth cup on her side from the left.
- It’s computers turn to play.

Postcondition: Karli has 2 stones in the large cup, which means she has 2 captured stones. There are no stones in third and fourth Karlis small cups from the left. There is 4 stones in each in first and second small cups and 6 stones in each at fifth and sixth small cups. Computer played its turn and now it's Karlis turn to play again.

Not necessary to mention computer's turn here.
(this is another user story)

User Story 3

Title: Karli captures stones from the opponents pit

Precondition: Game goes on and it's Karlis turn to select a cup. Karlis stone layout on the board on her side is 2,4,3,0,9,0; and 4 captured stones. The computers stone layout on its side is 9,3,3,0,7,1; and 3 captured stones.

Action:

- Karli selects the third small cup with 3 stones.
- The stones go one by one into every next cup.
- The last stone goes to the sixth cup that is empty.
- One stone from the computers sixth cup is taken to Karlis large cup.

Postcondition: User Karli captured one computer stone and one of her own stones. Karli has 6 captured stones in large cup and the stone layout in small cups is: 2,4,0,1,10,0. The computers layout on its side is 9,3,3,0,7,0; and 3 captured stones.

Whose turn is it?

User Story 4

Title: Mancala player and computer resume the game

Title reflects not well the content of User St.

Precondition: Game goes on and it's computers turn to select a cup. Karlis stone layout on the board on her side is 1,0,1,2,0,1; and 29 captured stones. The computer stone layout on its side is 1,0,0,0,0,0; and 13 captured stones.

If you continue another user story, you need to at least reference it.

Action:

- Computer has only one move possible.
- Computer selects the most left cup.
- A stone is put from the first small cup to the large cup.
- Game ends.

Postcondition: There is no more stones in the computers small cups. Karlis stone layout is the same. Game ended. Karli sees the game score in the middle of the gaming window. There is 29 captured stones and 5 stones in play by user Karli, which makes total 34 stones. And there is 14 captured stones and 0 stones in play by computer, which makes total 14 stones. Karli won.

Consider moving the point computation to the action-part.

User Story 5

Title: Starting Mancala game immediately after the first game is over.

Precondition: Gaming environment is displayed, user Karli sees score of the first game in the middle of the window. There is also one button under the score to close this window: "X".

Action:

- Karli selects the "X" button.
- Window with scores is closed.
- Karli chooses the "Play again?" button. Where does the play again button come from?
- Window opens, that user Karli has seen before, with two buttons: "1 Player" and "2 Players".
- Karli selects the "1 Player" button.
- Karli selects the "Beginner" button in the next offer.

Postcondition: Gaming environment is displayed, which consists of a board with 2 large cups and 12 small cups that contain 4 different coloured stones each. It is also indicated which cups belong to the computer and which to the user, and that it is currently user's turn. User is offered by the application to select a cup of stones on his side and application is waiting for the user to click on one of the cups.

You omit some information here especially in what is displayed.

User Story 6

Title: Learning how to play Mancala

Precondition: Computer is working and internet browser is closed. Computer user Karli would like to learn how to play Mancala game.

Action:

- User Karli opens the browser window and goes to http://www.aflcio.org/unionshop/games/game_mancala.cfm, where is Mancala board game simulator available. It displays buttons
- Karli chooses "How to play" on the top left corner of the gaming environment.

Postcondition: Small window with text is opened in the middle of the the gaming environment. There are two topics to read: "Object of the game" and "The Board". Under these topics there's a button "→", which leads to the next tutorial page with a "How to play" text and "←", "→" buttons. On the next tutorial page there's a "How to win" text.

Also here some parts, which are displayed are missing. Also too many actions are in the postcondition.

2/3

Exercise 3 (Mau Mau)

User story 1

Title: Starting the game

Precondition: There are 5 people sitting around the table: Stan, Katie, John, Lucy and Jacob. Stan is a dealer. There's a 36 card deck on the table.

Action:

- Stan takes card deck and shuffles it.
- Stan deals cards between everyone around the table including himself.
- With one round everyone gets one card, so Stan makes 5 rounds.
- Each person gets 5 cards.
- Remaining cards are put face down on the table – they become drawing stack.
- Stan takes the top card of a drawing stack, turns it open and places it on the table – it becomes playing stack.

Postcondition: All players have 5 cards on their hands. Drawing stack has 1 card. Playing stack has 10 cards.

If you describe such a user story, the cards dealt, would have been necessary. Stan has now H7, C7, HJ, ... maybe then one round would have been enough.

User story 2

Title: Putting new drawing stack.

Precondition: It's the middle of the game. In the drawing stack there's only one card left. Playing stack has eleven cards. John played 9 of hearts. It's Mikey's turn. Mikey has no cards value of 9 nor hearts.

Which card is in the drawing stack?

You also have to copy the precondition from the last user story or at least refer to it.

Action:

- Mikey takes the last card from the drawing stack.
- The card value is 10 of diamonds.
- Mikey keeps the card.
- Mikey takes the topmost card of the playing stack and puts it on the table as a new playing stack.
- Mikey takes the rest of the playing stack, shuffles it, turns it over and places it on the table as a new drawing stack.

Postcondition: There is a new drawing stack consisting of ten cards. There's a new playing stack consisting of one card. Mikey has one more card on his hands. **Which card, how is his complete hand?**

Also here, you could make two user stories: drawing last card, setting up new stack.

User story 3

Title: Playing a card on Jack.

Precondition: Players are playing one of the Mau Mau game variations where a Jack may not be played on another Jack. Stephanie played Jack of clubs. It's Katie's turn. Katie has Jack of spades and other cards with different values but none of them is clubs. Drawing stack has ten cards. Playing stack has seven cards.

Action:

Reference or copy old pre condition!

Specify the whole hand!

- Katie can't play Jack on Jack. So she takes one card from the drawing stack.
- The card value is Queen of clubs.
- Katie plays Queen of clubs on Jack of clubs.

Postcondition: Drawing stack has nine cards. Playing stack has eight cards. Katie has the same cards on her hands.

User story 4

Title: Counting points when game ends.

Precondition: There are 3 people sitting behind the table: Stephanie, Mikey and Katie. Stephanie has Queen of Hearts. Katie has 3 cards: Jack of hearts, King of clubs and 8 of clubs. Mikey has two cards: 8 of diamonds and Jack of spades. It's Stephanie's turn. Playing stack has 8 of hearts on top. It's the second round of the game. Stephanie has 44 points. Mikey has 20 points. Katie has 0 points.

Action:

- Stephanie puts Queen of Hearts on the top of a playing. Stephanie has no more cards on her hands.
- Game ends.
- Katie and Mikey count their points. **How does it work? be specific, give examples!**

Postcondition: Stephanie won the game. She has 44 points. Katie has 14 points. Mikey has 30 points. No one leaves the game.

1/2

In general, you make big stories, but you stay pretty abstract. Try to break down the stories and to be more specific. Give exact examples, even if some things not seem to be relevant.

Total 3.5/6