Black Box
Sprint 3

Group 42: FORTYTWO

Names	Student Numbers
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Git repository: https://github.com/jamie6084/SoftwareProject.git

During the third sprint of our project, every team player made great contributions, demonstrating their skills and perspective to make our third sprint succeed. Our teamwork was distinguished by equal participation, with all members getting involved in all aspects of the project. This approach has deeply helped us achieve all our goals for this sprint.

Project Plan:

Objectives	Tasks	Results
From original sprint 3: - Tidy up on any loose ends of ray reflection. **New Objectives:** -Ray exit and entry markers -Rules for colours/symbols of markers -Game modes -Calculating score	**From original sprint 3:** -Add feature where a direct hit is absorbed **New Tasks:** -Find a way to show the type of entry/exit markers -Add feature to show ray entry and exit markers. - Add feature to play multiplayer/single player - Calculate and Display Score	**From original sprint 3:** - completed ray mechanics **New Results:** -completed ray markers -completed game modes -completed score calculation/ Display

Breakdown

This sprint was focused on finishing up the ray mechanics and then focusing on getting the game modes to be working.

This sprint was mainly focused on implementing the rays as that is a crucial part of the game.

Single player and multiplayer were added to the main menu alongside sandbox which is just where you can place atoms.

Singleplayer randomly allocates atoms and you have to try and find where they are placed while the multiplayer lets player 1 place the atoms and player 2 guess where they are placed.

The results screen was also added indicating who won the game from the atom placements.
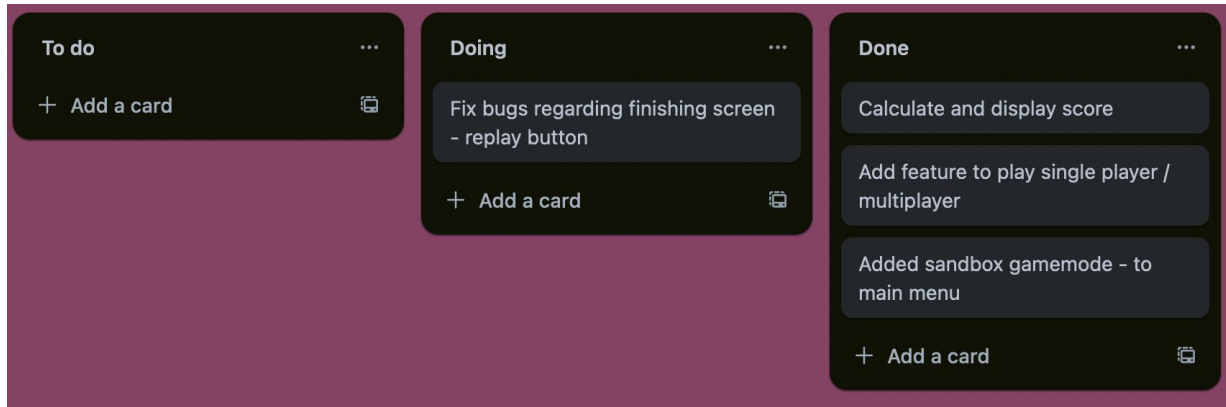
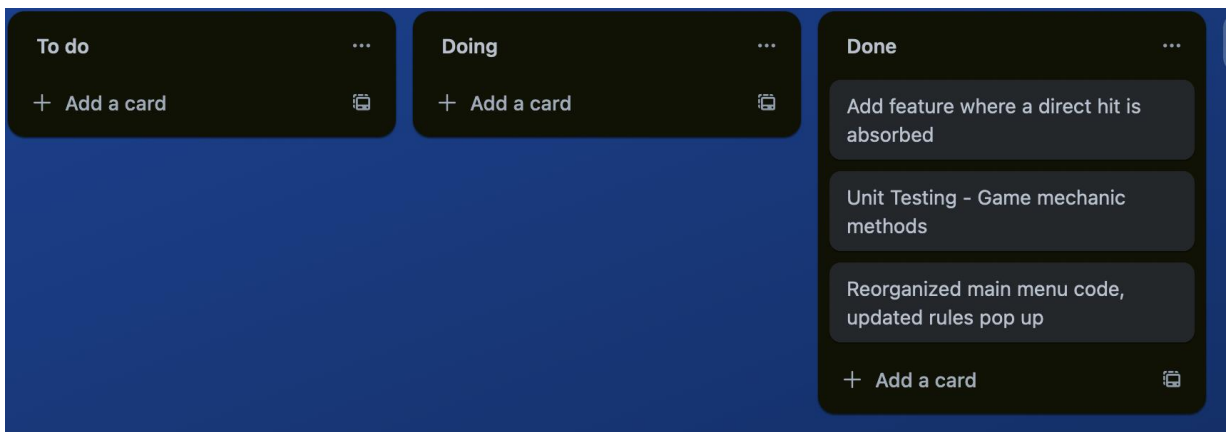See Implementation and Testing file for more details.

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Trello Kanban Boards

Patrick

To do ···	Doing ···	Done ···
+ Add a card	Fix bugs regarding finishing screen - replay button	Calculate and display score
	+ Add a card	Add feature to play single player / multiplayer
		Added sandbox gamemode - to main menu
		+ Add a card

Jamie

To do ···	Doing ···	Done ···
+ Add a card	+ Add a card	Add feature where a direct hit is absorbed
		Unit Testing - Game mechanic methods
		Reorganized main menu code, updated rules pop up
		+ Add a card

Artjom

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To do ···	Doing ···	Done ···
+ Add a card	+ Add a card	Find a way to show the type of entry/exit markers
		Add feature to show ray entry and exit markers.
		Unit testing – Rays
		+ Add a card