

Black Box
Sprint 1
Group 42: FORTYTWO

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

In this first sprint of our project, each team member played a pivotal role, contributing their unique skills and perspectives to ensure our collective success. Our collaboration was marked by equal participation, with everyone actively involved in every aspect of the project. This balanced approach has been instrumental in achieving our initial milestones

Objectives	Tasks	Results
<ul style="list-style-type: none">• Start on game core mechanics, rules, and user interface• Create a git repository for members• Create the basic framework of the game	<ul style="list-style-type: none">• Agree on rules, mechanics, user interface, and limitations.• Set up IntelliJ in correspondence with our git repository.• Create the layout of the board game• Add the feature to allow the setter to input the atoms• Add the feature to be able to view the atoms and surrounding circle	<ul style="list-style-type: none">• Agreed rules and mechanics, user interface, and limitations• Git repository setup• The basic structure of the game is completed.

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As we began implementing the coding aspect of the project, we quickly discovered that utilising a graphical user interface (GUI) wasn't as challenging as we initially anticipated. It also offered numerous advantages that could greatly enhance our project and aid implementation.

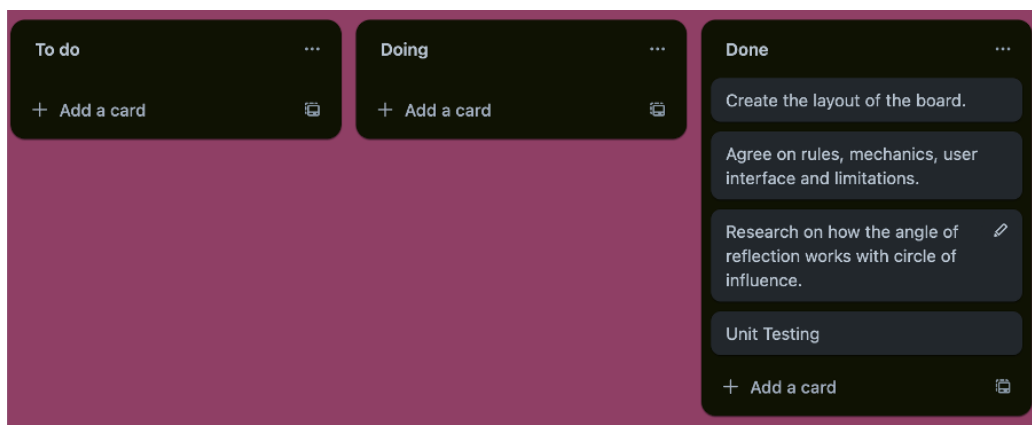
Due to this reasoning we scrapped everything we agreed on initially (focusing on logic instead of user interface) and decided to create a comprehensive project that excelled in both functionality and user interface design.

After some research we decided to use java swing with a JPanel container, and some other components found in the "import java.awt.*;" package.

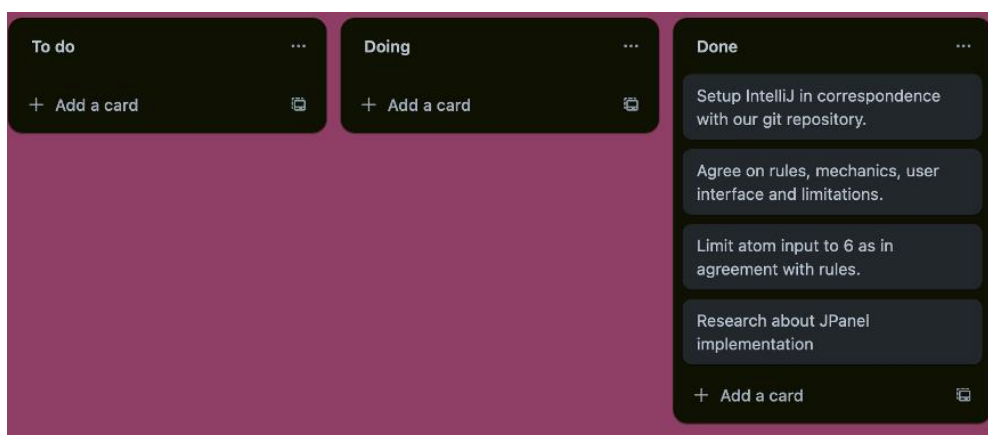
[See Implementation and Testing file for more details.](#)

Trello Kanban Boards

Patrick



Jamie



Black Box

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Artjom

To do

...

+ Add a card

Doing

...

+ Add a card

Done

...

Add the feature to allow the setter to input the atoms

Add the feature to be able to view the atoms and surrounding circle

Map each hexagon to a coordinate.

Create Unit testing

+ Add a card