Revised Sprints

Sprint 2

Objectives	Tasks	Results
From original sprint 2: - Continue on core game mechanics - Ray inputs - Ray reaction to atoms - Ray visibility **Sprint 3 features completed:** - Enhancing the ray mechanics **Also:** -Main menu	**From original sprint 2:** - Add the feature for the user to input the ray. - Add the feature when a ray does not meet with any atoms. - Add the feature when a ray comes in contact with an atom and returns. - Add the feature when a ray comes in contact with an atom and reflects with an angle of 60 degrees. **Sprint 3 features completed:** - Add the feature that when the ray comes into contact with 1< atoms, it gets reflected at 120 degrees. - Add the feature that if a ray comes In contact with an atom at the edge of the board it is reflected. **Also:** -create main menu	**From original sprint 2:** - Can now input a ray. (using mouse click) - Ray can be reflected if coming in contact with an atom. - Can see the path of the ray for testing purposes. **Sprint 3 features completed:** -Most abnormal cases complete. **Also:** -Created main menu

Sprint 3 (revised)

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

Sprint 4 (revised)

Objectives	Tasks	Results
From original sprint 4: - Finalising the game -Fix any bugs encountered **New Objectives:** -Work on efficiency	**From original sprint 4:** Feature where the game is finally disclosed and all atom positions are revealed to the player. -Display the full board with : atoms, ray path, circular influence of atoms. **New Tasks:** -Find a way to make methods more efficient	**From original sprint 4:** -Completed game. - Fixed any bugs - Made methods more efficient.