

Black Box+
Sprint 4
Group 42: FORTYTWO

Names	Student ID
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Git Repository: <https://github.com/jamie6084/SoftwareProject.git>

The fourth and final sprint of this project was one that once again highlighted the contributions made by all team members in this project. The work load that was laid out in the project plan was evenly distributed between all members with every member doing there bit for the team it meant that sprint 4 was an overall success in terms of achieving what was laid out in the project plan.

I have also reinvited the people who failed to accept the invitation to the GitHub. 😊

Project Plan:

Objectives	Tasks	Results
From original sprint 4: -Work on efficiency New Objectives: -more testing/ bug fixes -work on UI -Work on winner gen	From original sprint 4: -Find a way to make methods more efficient New Tasks: -come to a conclusion on final design -implement this design -generate winner and display	New Tasks: -complete game

Breakdown:

Overall the sprint was successful, all tasks in the project plan were complete and a fully functional game has finally been created.

We are very happy with how the game turned out and are excited for our peer review feedback.

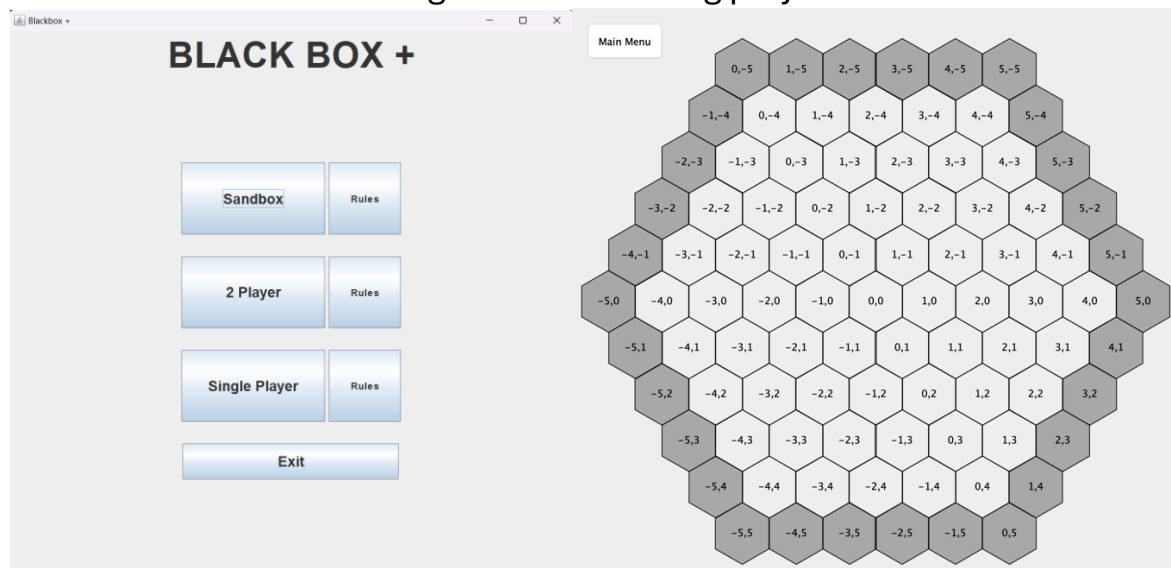
All bugs that we know of have been removed with the help of unit tests.

UI has been upgraded vastly – adding a working finish screen to the game, Updated 2 player game mode, handling a switch mechanism allowing the 2 players to swap roles half way through.

Updated sandbox game mode to work flawlessly also having a main menu button. The user interface has become very neat and satisfying to use.

Winner is now successfully being generated for the 2 player game mode, single player displays score as technically the player cant “win”.

More Work was then put into the UI to make the users experience as easy as possible. This was done by adding exit and main menu buttons into sandbox and the main menu this means the user will never have to click off the window to exit or change the mode being played.



One thing that we achieved that was not on the original project plan was restructuring the Two Player game mode. This was done to make the game a more enjoyable and playable experience for two people. Originally one player would place the atoms and the other finds them and the score is derived from a mix of the rays sent and the missed guesses.

Now we essentially play 2 games, the first player 1 places atoms and player 2 guesses and the second player 2 places atoms and player 1 guesses. The score is generated by checking who out of the two had the higher score. We

felt this was a more inclusive way of playing the game allowing the user to both place and guess atoms.

See Implementation and testing for further details on this matter.

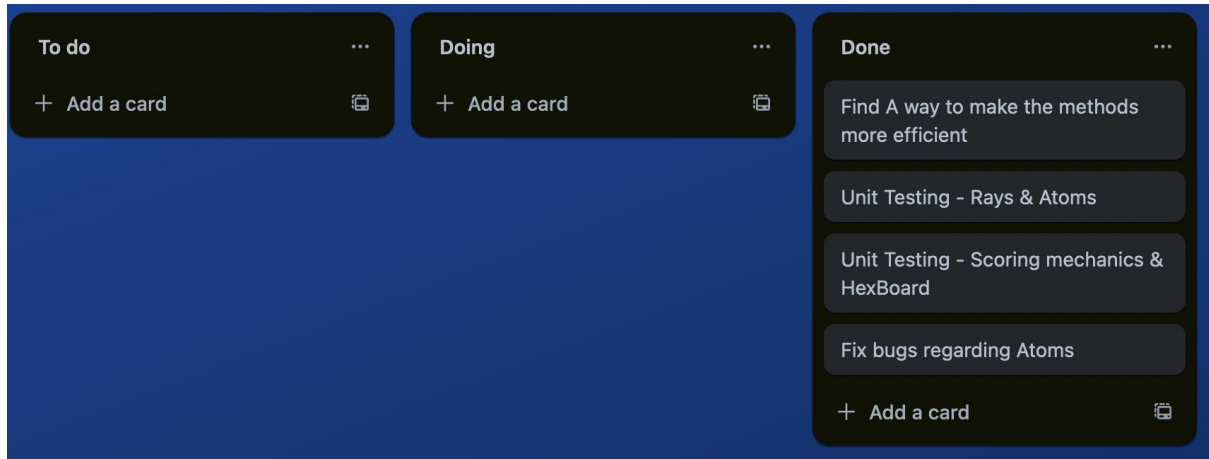
An overall discussion was had with all members on the final design and layout of the game and all parties agreed on the fact the game should keep a minimalist design that focuses on prioritising a clean and clear game, something that reflects the game itself as a simple yet brainteasing game.

This design was achieved using various different tools but the most important being the GridBagConstraints and FLOWLayout which is used to format the window and the buttons to centre them in a way that is appealing and most usable for the user.

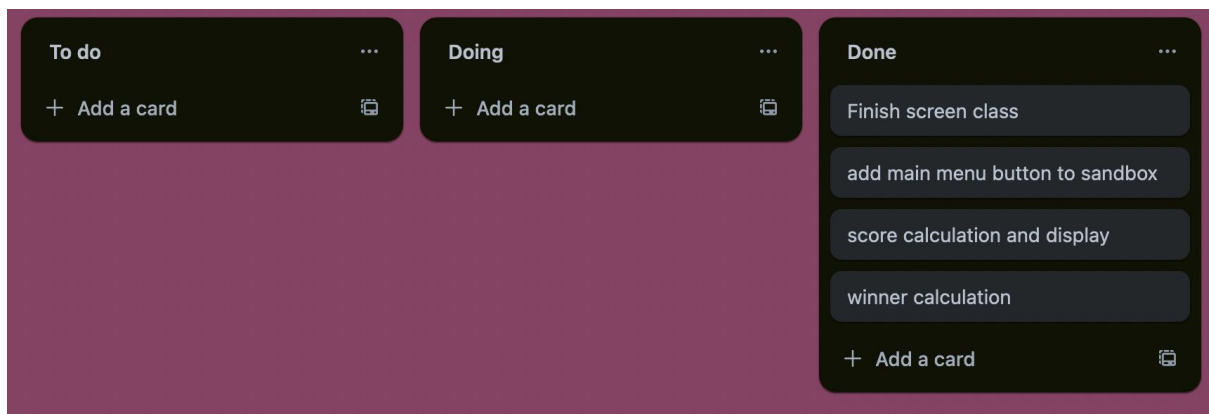
It's clear there are still bugs that need to be fixed over the next week or so to improve the Black Box+ game to a place that's acceptable for submission.

Trello Boards for each member:

Jamie:



Patrick:



Artjoms:

