Sprint 8 Documentation

Summary Data

- **Team Number:** 13
- **Team Lead:** Ankeet
- **Sprint Start:** 13/04/2020
- **Sprint End:** 20/04/2020

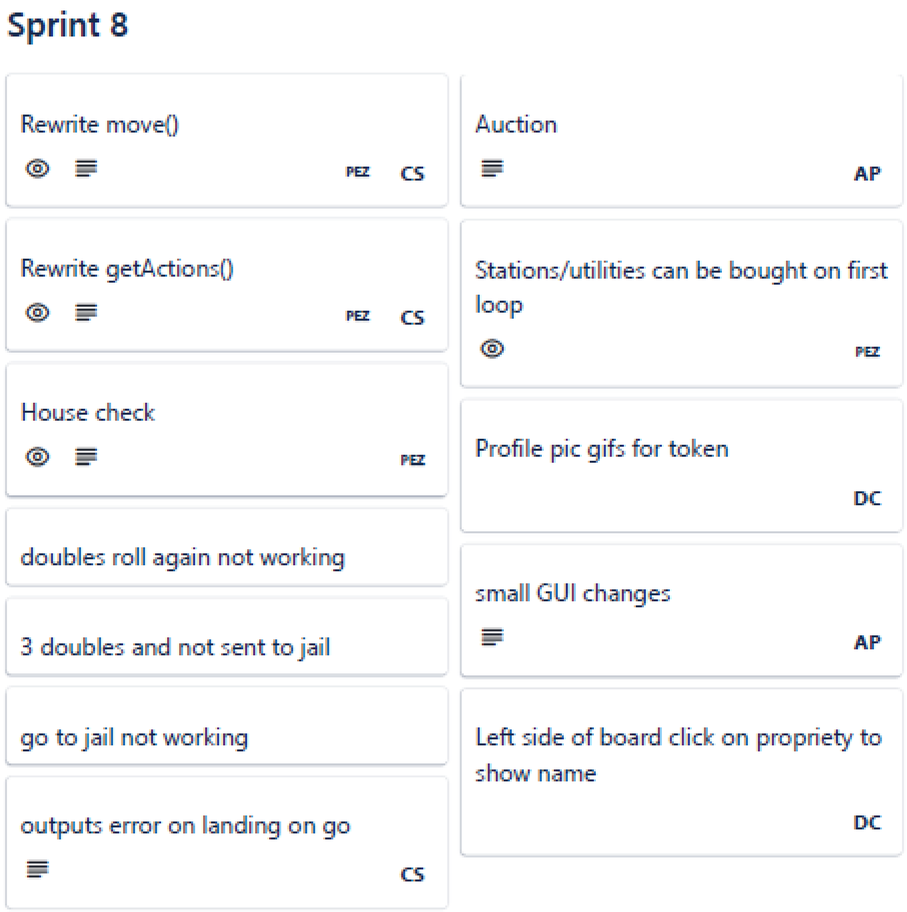
Individual Key Contributions

Team Member	Key Contributions
Aiden	Documentation & Implementation
Ankeet	Organisation & Implementation
Chris	Implementation
Duarte	Implementation

Task Cards

- Fix the issue of rolling doubles doesn't move the total distance
- Fix issue of rolling 3 doubles does not send the player to jail
- Fix error generated when player lands on Go after travelling around the board completely once
- Stations and utilities cannot be purchased on the first loop around the board
- Animate tokens as gifs in GUI
- If all bidder bid 0 in an auction, no player gets the property

The image below shows the tasks set out on Trello during our weekly meeting



Sprint 8

Rewrite move() PEZ CS

Rewrite getActions() PEZ CS

House check PEZ

doubles roll again not working

3 doubles and not sent to jail

go to jail not working

outputs error on landing on go CS

Auction AP

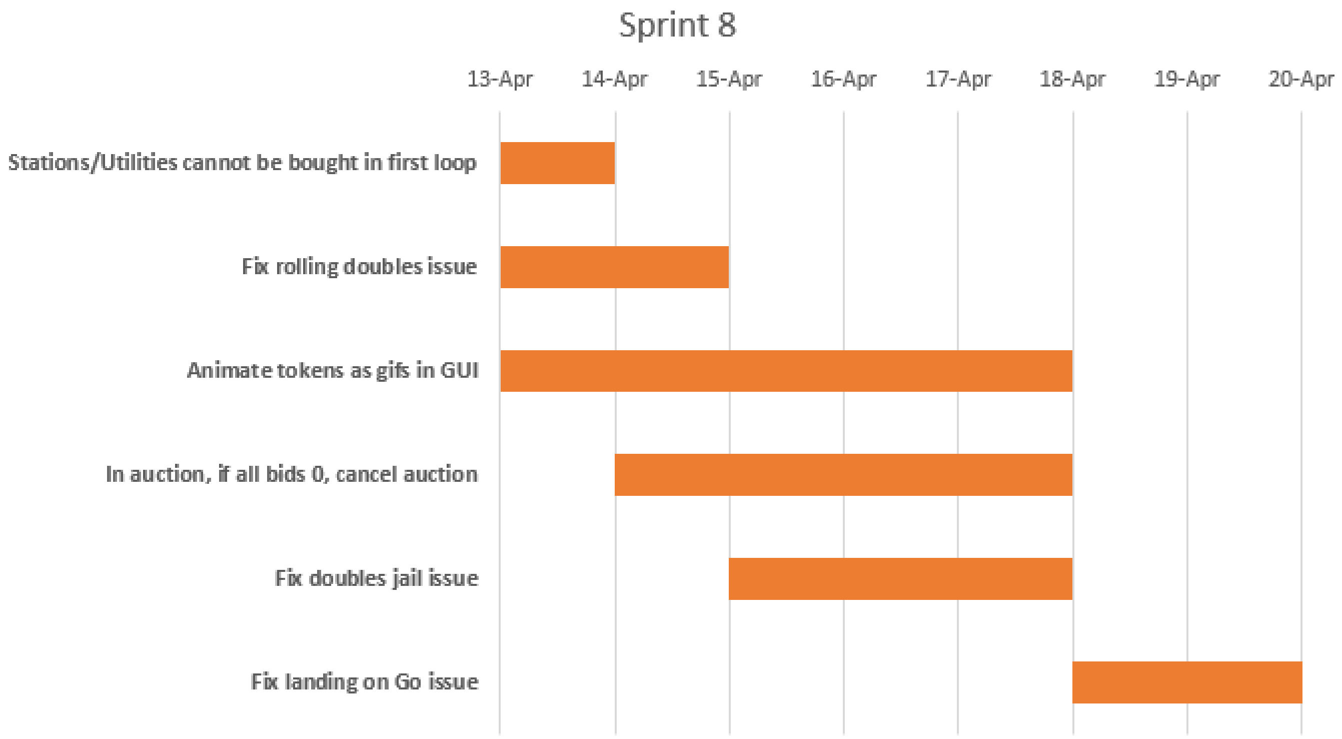
Stations/utilities can be bought on first loop PEZ

Profile pic gifs for token DC

small GUI changes AP

Left side of board click on propriety to show name DC

Gantt Chart



Requirements Analysis

Functional Requirements

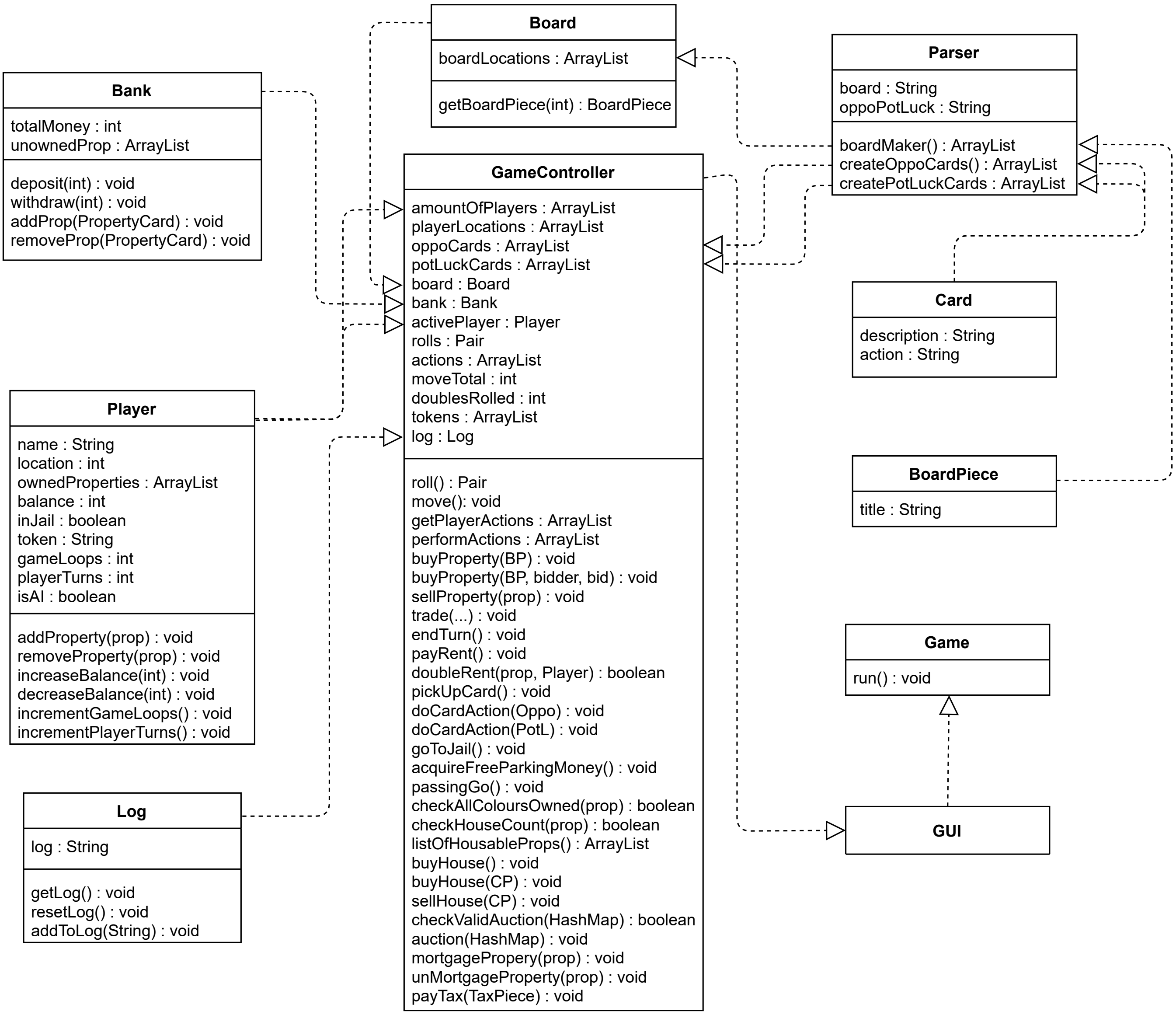
- F1
    - The software shall not allow a player to purchase any property including `ColouredProperty`, `Station` or `Utility` until after the player have travelled around the board at least once.
- F2
    - If all bidders in an auction bid 0 on a possible property, the property shall not sold and the auction is voided.
- F3
    - Profile icons of players should be shown on the GUI as a GIF.

Non-Functional Requirements

- NF1
    - The software shall wait to let a player buy a property until a player's gameLoops counter is incremented

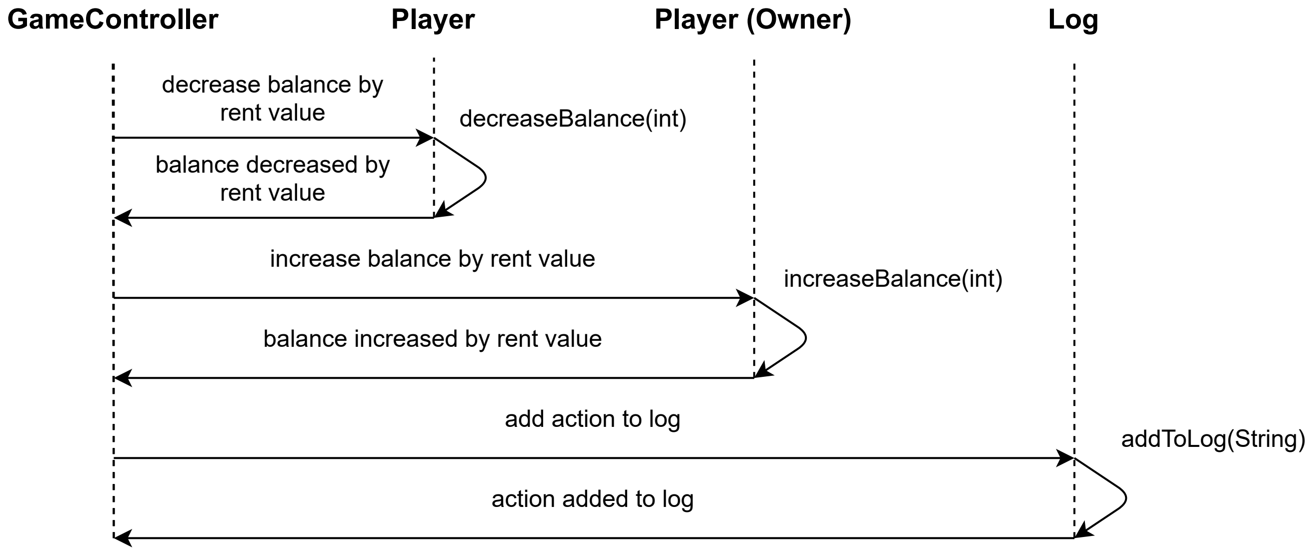
Design

UML Diagram



Sequence Diagrams

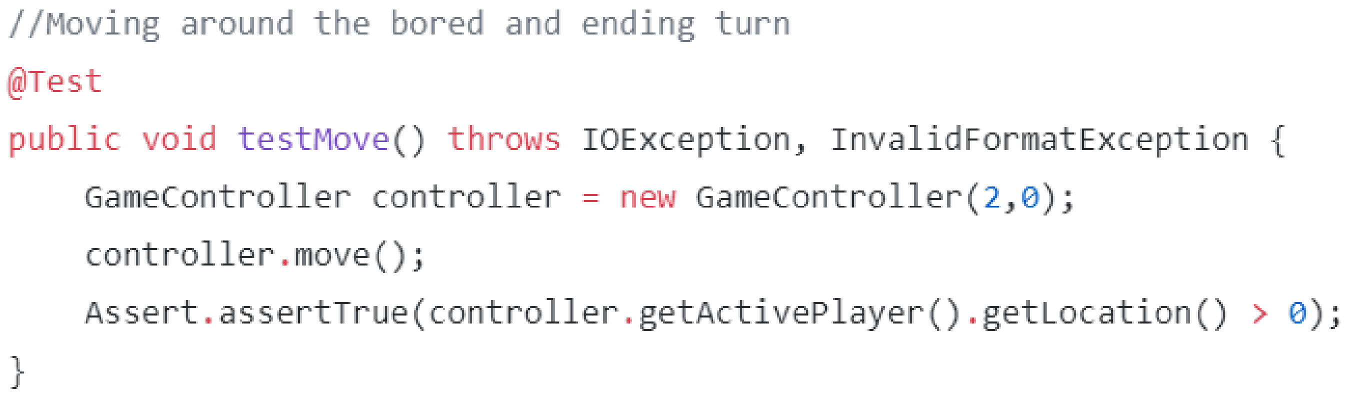
The current player has to pay rent to the owner of their current location



Test Plan

As half of the current sprint's tasks was to fix some issues with the software, the updated code was run against previous test methods developed in the past to guarantee the functionality is proper.

As an example below, the move method ensures that the move method will produce a non-negative result greater or equal to 2 and less than or equal to 35 (counting doubles)



```
//Moving around the bored and ending turn
@Test
public void testMove() throws IOException, InvalidFormatException {
    GameController controller = new GameController(2,0);
    controller.move();
    Assert.assertTrue(controller.getActivePlayer().getLocation() > 0);
}
```

With this sprint, the team found the issues of the aforementioned errors, but the team did not successfully fix such errors. As a result, these tasks will be added onto the next sprint.

Summary of Sprint

In this sprint, a majority of the time was spent debugging the software instead of completing more work towards the final product, but the sprint was successfull overall.

We had spent a week going over all the features and fixing any bugs that would not have been found by the test classes by performing system-wide testing on the user interface. We shouldn't have needed a sprint cycle to do this as it should have been done as methods were made previously.