Sprint 9 Documentation

Summary Data

- **Team Number:** 13
- **Team Lead:** Chris
- **Sprint Start:** 01/05/2020
- **Sprint End:** 08/05/2020

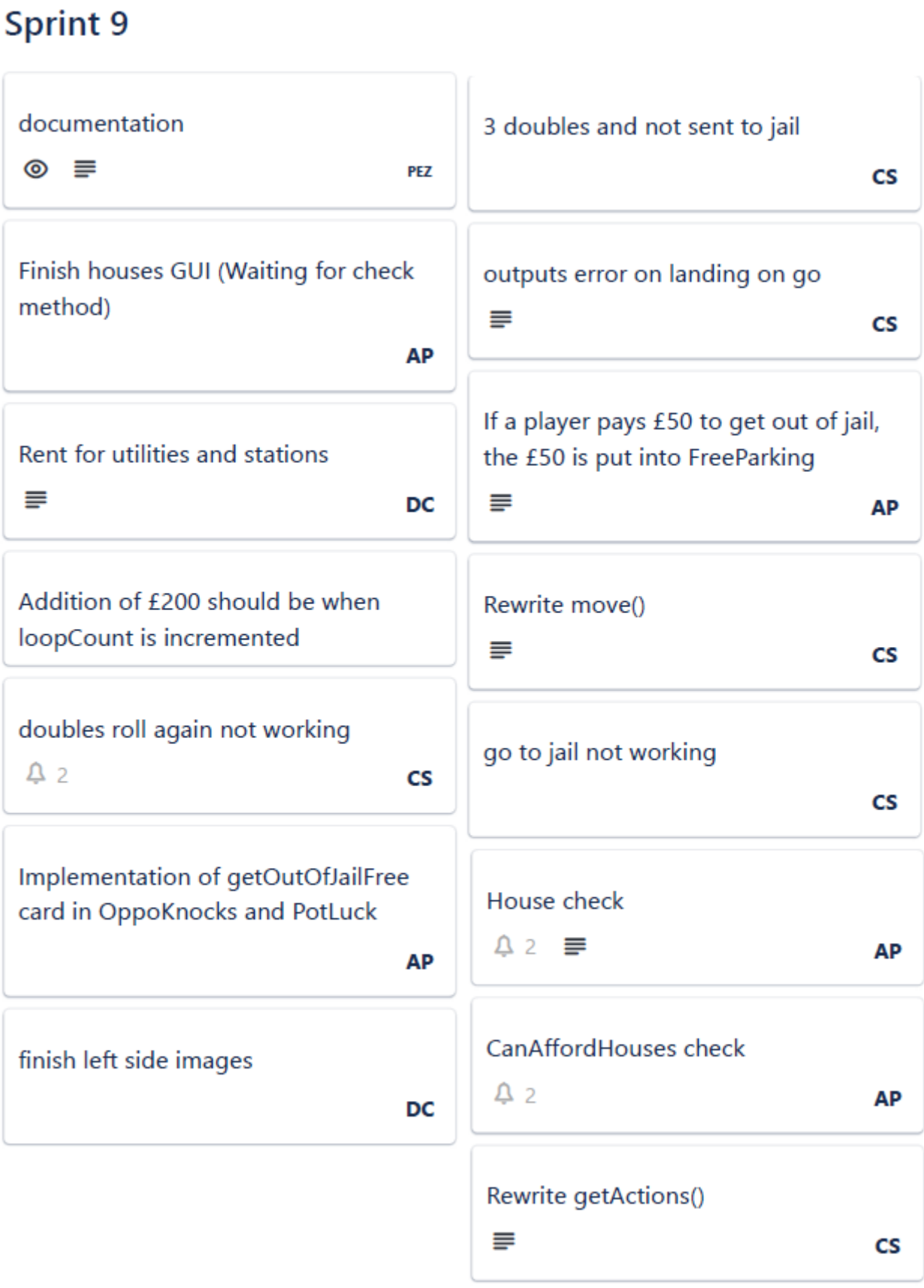
Individual Key Contributions

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

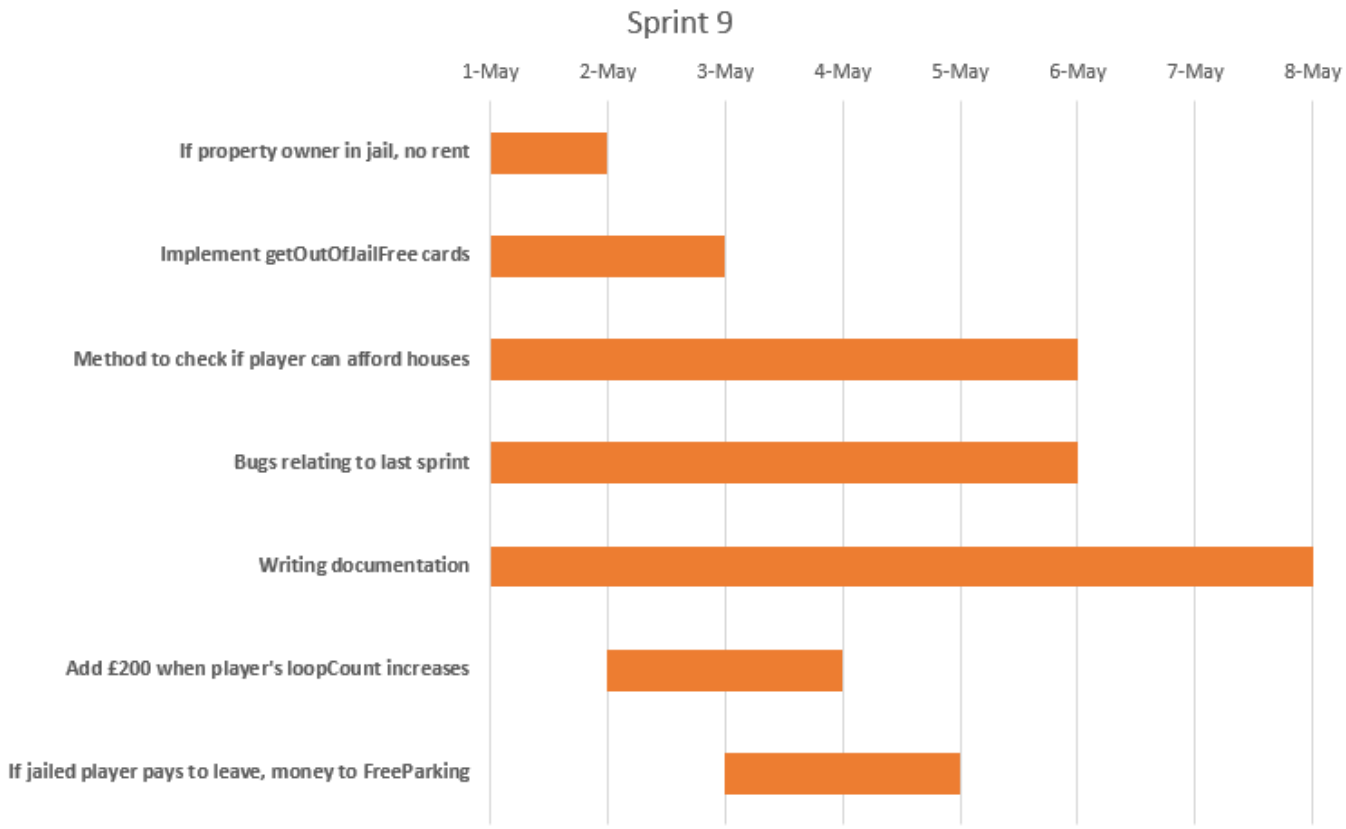
Task Cards

- Addition of £200 when loopCount in Player is incremented
- Implementation of getOutOfJailFree cards in Opportunity Knocks and Pot Luck cards
- When player clicks on a BoardPiece on the board, a zoomed-in version is seen in the left-side of the screen
- Method to check if a player can afford buying houses on any of their properties
- If a property's owner is in jail, no rent shall be paid
- If jailed player pays to leave jail, money is given to FreeParking
- Bugs relating to last week's sprint

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



Gantt Chart


Sprint 9
1-May
2-May
3-May
4-May
5-May
6-May
7-May
8-May
If property owner in jail, no rent
Implement getOutOfJailFree cards
Method to check if player can afford houses
Bugs relating to last sprint
Writing documentation
Add £200 when player's loopCount increases
If jailed player pays to leave, money to FreeParking

Requirements Analysis

Functional Requirements

- F1
  - Players have the chance to pick up and keep a getOutOfJailFree card. Such a player can hold this card and use this card at any point in the game when the player is in jail
- F2
  - If a player decides to pay the fee to get out of jail, the money paid towards this fee goes into FreeParking
- F3
  - If a player is jailed, all of their properties forfeit the ability to collect rent. When the player get out of jail, the ability to collect rent is restored

Non-Functional Requirements

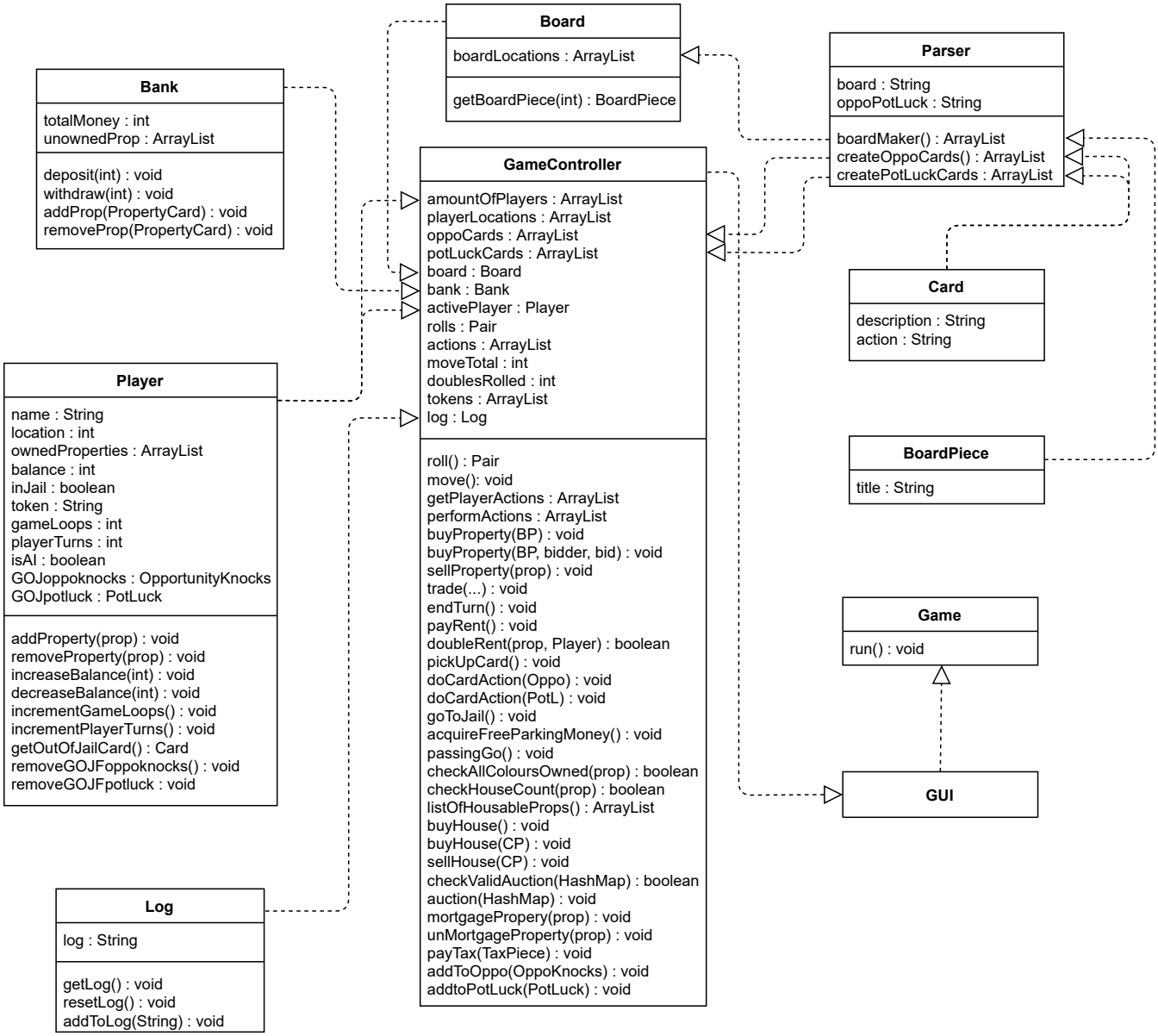
- NF1
  - When a player either lands on Go or passes Go, their loopCounter shall be incremented. When the variable is incremented, the player shall receive the £200.
- NF2
  - When a player clicks on a BoardPiece displayed on the screen, the software should display this BoardPiece on the left-side of the screen. The title and possible colour group should be displayed as well.

Domain Requirements

- D1
  - Our team is currently looking into the ability to compress our project into a single JAR file. If there is sufficient evidence that this will make the creating a game easier, it should be present in the submission.

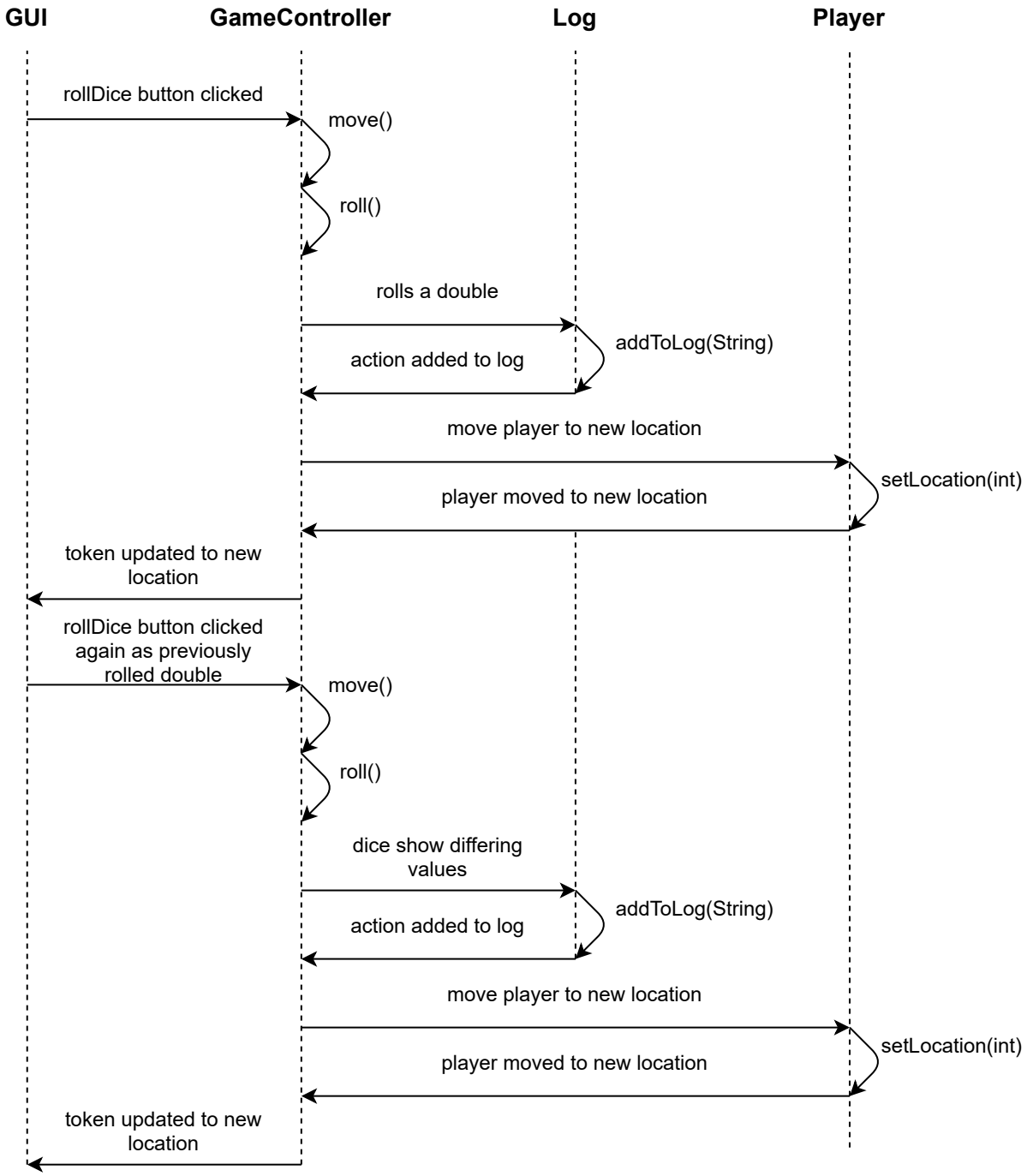
Design

UML Diagram

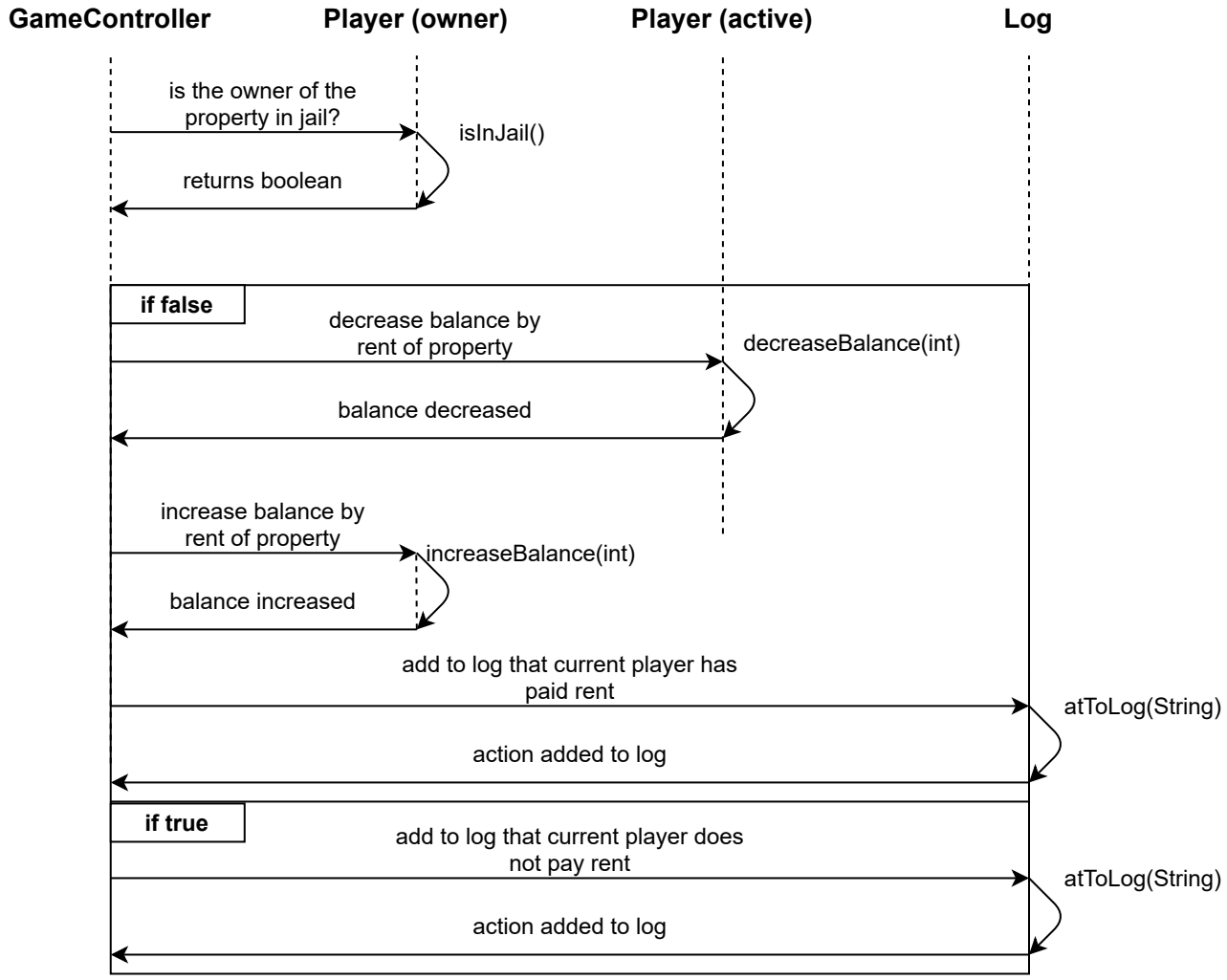


Sequence Diagrams

new move method to incorporate rolling doubles error



payRent method when the owner of the property doesn't own all of that group



Test Plan

Unlike the previous sprints in this project, much of the testing was done on the front-end to ensure the buttons function as they are supposed to, text fields get updated with GameController actions and appropriate windows open eg. auction.

Summary of Sprint

The main focus of this sprint was the continued debugging of the project and performing system-wide testing. On the frontend, the user interface was developed to incorporate the buying and selling of houses on player-owned properties. In the backend, there was a clean-up of the code base for creating a fully functioning version of the game.