Project Plan

# Initial Plan

From the first sprint, we knew this was going to be a large project to work on. From our first meeting, we made an initial plan on what tasks and features we would be working on. This plan goes as such:

Sprint 1

The objectives of this sprint were quite easy but involved time and first-hand knowledge. First, we needed to plan out how to start to build the project as I am here writing about. Next, we would work on using technologies as Git to upload and store our code. Lastly, we would then start work on the project itself; we were to create the starting objects of the game such as players and properties.

Sprint 2

From this sprint, we would look back to what we accomplished from last week such as discussing the highlights and lowlights of last sprint. We would then create a plan on what tasks to solve for the current sprint. With that being said, we were to develop a simple textual-based game of Property Tycoon. The only features we planned to incorporate was renting; No houses, no jail, no mortgaging, no Opportunity Knocks / Pot Luck cards, etc. Along side this, a basic Graphical User Interface (GUI) were to be developed to include simple buttons and text boxes.

Sprint 3

In this sprint, we planned upon building upon the previously-developed textual game to include Opportunity Knocks / Pot Luck cards and incorporate many players into the game. From a frontend perspective, we were to develop the GUI to incorporate the features and methods created in last sprint. What we did not think at the time was how the GUI was going to interact with the backend.

Sprint 4

This week’s tasks were to add onto last sprint, but to incorporate houses and hotels onto properties. Once houses and hotels were built into the game, we would then focus on building auctioning and mortgaging mechanics for properties. The GUI would then be updated to the capacity of last week’s sprint tasks.

Sprint 5

The fifth sprint would mainly focus on developing the GUI up to speed from last week, but to also develop title screens, menus and loading bars. There was a comment to also build a splash screen to bring the players into the main menu screen.

Sprint 6

We had originally planned to finish the project in this sprint. In this sprint, we would focus on the features that were left to incorporate: Autonomous agents and the abridge version of the game. We were optimistic that no setbacks were going to affect us. We were wrong.

# **Actual Plan**

Sprint 1

We did not stray much from what was proposed in our initial plan. We learnt how to pull, fetch and push to GitHub through Git. We also got the