

# Group 1 – Slowpokes (Adam, Ben, William)

## Project Plan

Key| SR = Software Requirements | CE = Contingent Extensions

Sprint	Features
1	<ul style="list-style-type: none"><li>1) Feature to implement the board layout (SR1)</li><li>2) Feature to implement both blue player and red player to be assigned blue sphere and red sphere (SR1.1 &amp; SR1.2)</li><li>3) Feature to show which players turn it is (SR1.3)</li><li>4) Feature to allow exiting the game at any point, maybe a pop-up menu (SR1.4)</li></ul>
2	<ul style="list-style-type: none"><li>1) Feature to check if non capturing placement (NCP) is valid or not (SR2)</li><li>2) If a player makes an NCP, stone should be placed (SR2.1)</li><li>3) If the player makes NCP, opponents should be prompted to place their stone (SR2.2)</li><li>4) If a player places a stone in an invalid cell, then display “Invalid Cell Placement” (SR4 &amp; SR4.1)</li><li>5) (CE1) Add a sound feature to play when a stone is placed.</li></ul>
3	<ul style="list-style-type: none"><li>1) If a player makes a capturing placement (CP) check that it’s a valid move (SR3)</li><li>2) If a player makes a CP all connecting opponents’ stone will be removed from the board (SR3.1)</li><li>3) If a player makes a CP allow them to place another stone (SR3.2)</li><li>4) (CE2) Continue implementation of button to show all valid and invalid moves</li><li>5) If a player places a stone in an invalid cell, then display “Invalid Cell Placement” (SR4 &amp; SR4.1)</li></ul>
4	<ul style="list-style-type: none"><li>1) If a player wins, we will check this after every capturing move (SR5)</li><li>2) Displays the winning color (SR5.1)</li><li>3) (CE3) Allow alternative button to allow show valid or invalid move when clicking on a cell, which can act as an accidental midclick placement.</li></ul>