Sprint One

Overview

Sprint objective: To build a very basic MVP
Technical lead: Tim
Commence date: 13th Feb
End date: 23rd Feb

Key contributions:

Coding & high level design	Tim Bartlett
GIT Setup, Sprint Documentation	Ben Foard
Human & Unit testing	Fatema Alaali
Coding & high level design	Owen Gibson
Class diagrams/low level design (by Thursday). High level design with coders	Youssef Derouiche

User stories:

- The game loads straight in without menus
- No dice needed
- 2 territories represented on screen, player 1 has one and player 2 has one
- The game assumes 2 human players are playing, begins with player 1's turn
- The game has the turn stages built (deploy, attack, move)
- Troops are automatically allocated at start
- Each territory has 5 troops to start
- In any battle (defence or attack) Player 1 wins

Requirements analysis:

- The turns cycle is built, perhaps as own class
- The territory system is built, currently as a hard-coded 2 but with room to grow
- Troop class built
- Very basic, barebones UI needed, this will ultimately change so minimal time spent
- Win condition/basic end screen
- Attacking system built
- A temporary deploy and move stage is needed for the turn cycle but in practical terms it does nothing but present a continue button

Design

Youssef by Friday AM

Test plan and evidence of testing

Unit by Fatema for Tuesday.
Human by Fatema, Owen, Tim for Tuesday.

Summary (completed post-sprint)

- Objective outcome?
- What went well?
- What did not fo well?
- Aims for next sprint
- Customer feedback for current and next sprint?