

Team 37: Sprint 1 Backlog update

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Members:

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Player

- * Checks to see if player has a turn available
(this should be done in game manager)

- * Stores the username of the player

String getUsername() : done

void setUsername(String username) : done

- * Stores the score of the player

//it will be done in game manager

- * Get the turn for player

boolean getTurn() : done

void setTurn(boolean turn) : done

Game Manager

- * Check to see if move is valid for each player

void makeMove(int location) : done

boolean isValidMove(int location) :done

- * Manage the time of each move and check if it is out of time

void startTimer() : update

int checkTimer() : update

boolean timeIsOut() : update

- * After every move, check to see if game is over

boolean isGameOver()

* Inform who has won

Player whoWon()

* Score for each player

//score for player 1

int getP1Score()

void setP1Score(int score)

// score for player 2

int getP2Score()

void setP2Score(int score)

* Re draw the game after a move has been made

void updateGame()

* Handle new game and resets

* Calls the board to re-draw the states

void newGame()

void resetGame()

void drawGame()

What we missed and need to update: a function to tell the board whose turn it is

Board

* Return a board object

Board(int houses, int seedsPer) : done

Board(int houses, int[] seedsPer) : done

Board(Board b)//copy constructor : done

* Distribute seeds in house and update value

void sowSeeds() : needs update

// Check if the last seed ends at the store

// Check if the last seed ends at an empty house

// Check if a house is empty

* Inform the manager that the player gets to play again

Needs update

* Return number of seeds:

int getNumSeeds(int from) : done

* Set the state of the board:

void setSeeds(int[] newSeeds) : done

* Return the state of the board

int[] getSeeds() : done

* Draw the board

void drawBoard() : done

* Get the player score

int getP1Score() : done

int getP2Score() : done

What we missed and need to update:

* make sure player can only put seeds in their store

* if the last seed ends at their store, it will give the player one more turn

/*

* Got rid of seed class cause it is not needed for now

*/

Seed

* Check if seed is moveable

* Contains an image of the individual piece

* Stores a value to determine the color or keep them all the same color

* Stores a value to determine what house it is in