Hackers Anonymous

Sprint 2 Release

Compressed zip folder of Sprint 2 release can be found:

• https://github.com/elavertu9/cs414-f18-001-HackersAnonymous/releases

Design Artifacts

- CRC cards
- Class diagram

CRC Cards

Piece.java Reasponsibilites Collaberators Set the colors of each piece with respect to the user's has a PieceAttribute() team. has a TeamColor() Get the correct piece type. Return the correct team.

BackEndController.java	
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BackEndController.java									
Responsibilities	Collaberators								
Initialize the game board.	Has a BanqiBoard()								

Square.java

Responsibilities

- This class represents a square on the board. It also knows what's in the square (i.e the game piece)
- The class has getter and setter methods

Collaborators

 This class has a Piece object and a Coordinate object

BanqiBoard.java

Responsibilities

- This class is responsible for creating the actual game board and initializing it (as a 4x8 board).
- This class also creates all the pieces and places them in their respective initial positions

Collaborators

- This class has a Square object as a private member.
- This class uses the Piece class and the TeamColor class

Player.java

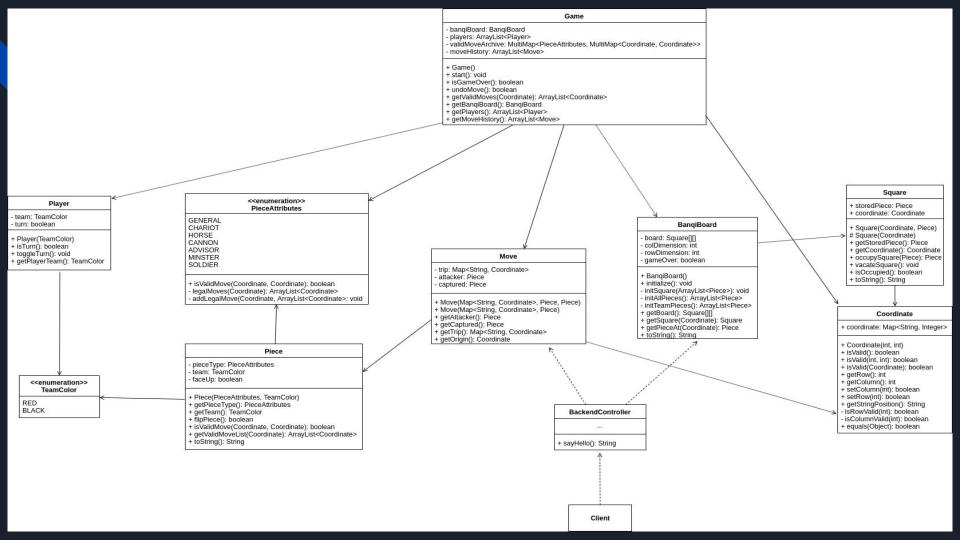
Responsibilities

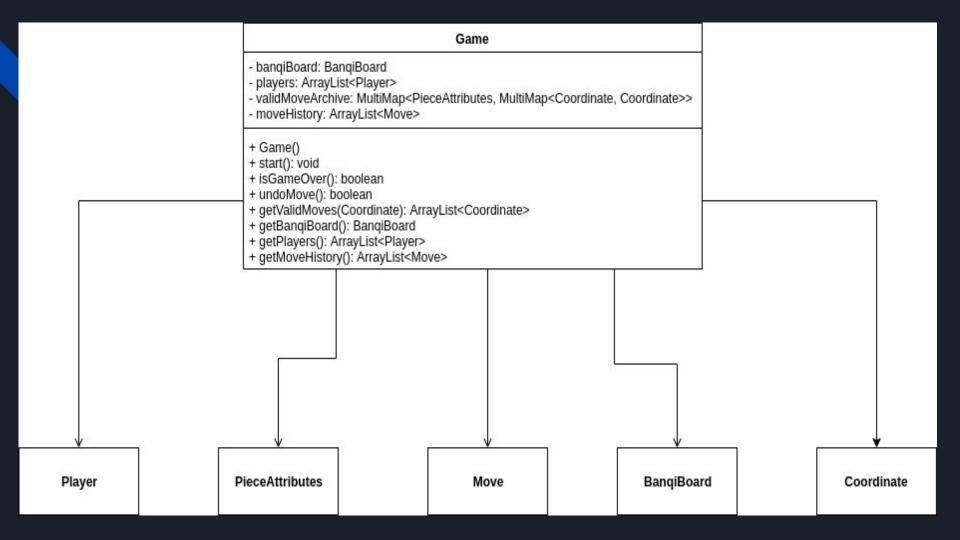
- Player objects keep track of Collaborators the color of the team the player is on and whether it's their turn or not.
- Has getters and setters for getting/setting team color and turn.
- Has a toggleturn() method to set turn.

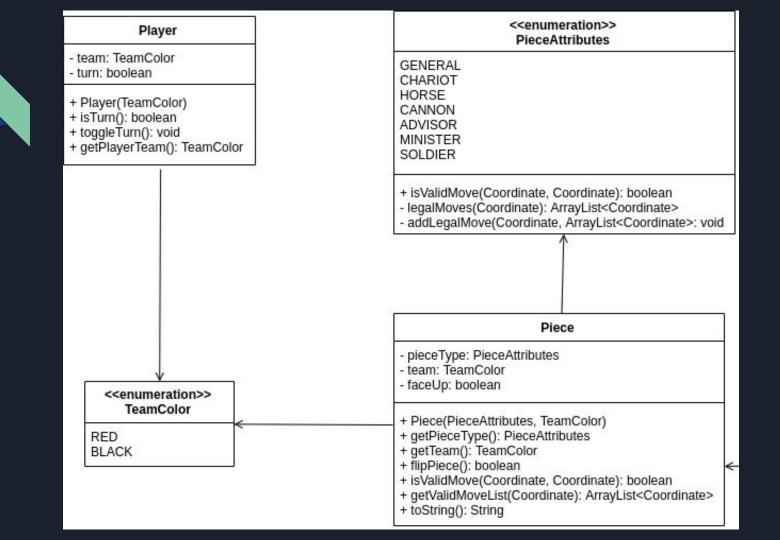
 This class has a Piece object and a Coordinate object

Coordinate.java Responsibilities Collaborators - This class represents an (x,y) coordinate pair. None

Class Diagrams







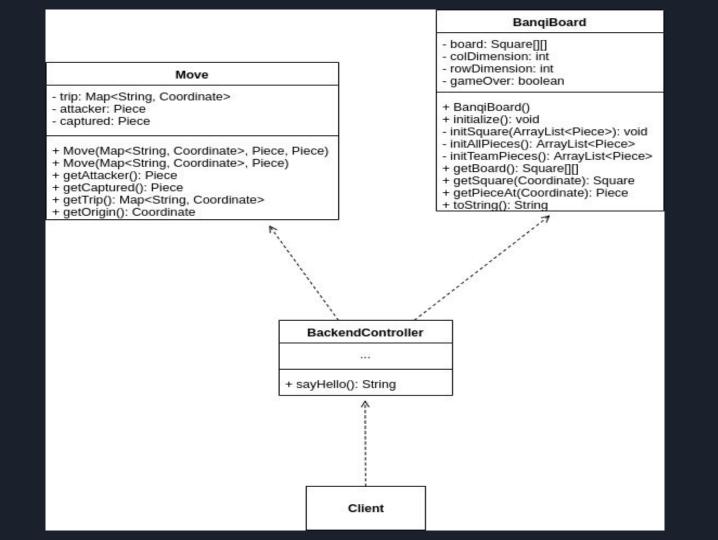
BanqiBoard board: Square∏∏ colDimension: int rowDimension: int gameOver: boolean + BangiBoard() + initialize(): void initSquare(ArrayList<Piece>): void initAllPieces(): ArrayList<Piece> initTeamPieces(): ArrayList<Piece> + getBoard(): Square∏∏ + getSquare(Coordinate): Square + getPieceAt(Coordinate): Piece + toString(): String + Coordinate(int, int)

Square

- + storedPiece: Piece
- + coordinate: Coordinate
- + Square(Coordinate, Piece) # Square(Coordinate)
- + getStoredPiece(): Piece
- + getCoordinate(): Coordinate + occupySquare(Piece): Piece
- + vacateSquare(): void
- + isOccupied(): boolean
- + toString(): String

Coordinate

- + coordinate: Map<String, Integer>
- + isValid(): boolean
- + isValid(int, int): boolean
- + isValid(Coordinate): boolean
- + getRow(): int
- + getColumn(): int + setColumn(int): boolean
- + setRow(int): boolean
- + getStringPosition(): String
- isRowValid(int): boolean
- isColumnValid(int): boolean
- + equals(Object): boolean



Traceability Link Matrix

	Game	BanqiBoard	Move	Player	Square	Coordinate	Piece	PieceAttributes	BackendController	TeamColor
US-2	×									
US-3	×								x	
US-4	×									
US-5	×								×	
US-6	×								×	
US-7									×	
US-8									×	
US-9			×		×	X	×			
US-10										
US-11							×	×		
US-12							×	×		
US-13							×	×		
US-14	×									
US-15	×									
US-16	×									
US-17	×	×								
US-18	×								×	
US-19										

X

X

US-20

US-21

X

X

X

X

X

	Game	BanqiBoard	Move	Player	Square	Coordinate	Piece	PieceAttributes	BackendController	TeamColor
US-22(epic)	X	X								
US-23	X		X							
US-24								х		
US-25							X	х		X
US-26			X				X			
US-27(epic)			Х				X			
US-28(epic)			X				X			
US-29	x		х				Х			
US-30	X							х		
US-31	X		х				Х			
US-32	X		X				X			
US-33	X			X						
US-34	X									
US-35									x	
US-36									x	
US-37	Х								x	
US-38	X								×	
US-39									×	
US-40	X								x	
US-41	x	X	x	x	X	X	×	x	x	x

Scrum Meetings

- Delegate, create, and assign tasks.
- Meet weekly for discussing current progress.
- Plan when everyone could also meet up next.
- Work on the project.
- Sprint1.md

Sprint 1 Retrospective

- What went well during this sprint?
 - Working better as a team, discussed weaknesses from sprint 1 with the product owner and used feedback to improve.
- Plans for improvement?
 - Better documentation throughout the sprint

Plans for Sprint 3

- Develop out frontend using communication with server
 - Associated Scrum Board Epics
 - User: I would like to play the game on a board with
 - 8x4 squares.
 - Dev: Connect frontend and backend