



Hackers Anonymous

Sprint 2 Review

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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	
<p>Responsibilities</p> <p>Sets the color a each piece with respect to the user's team.</p> <p>Get the correct piece type.</p> <p>Return the correct team.</p>	<p>Collaborators</p> <p>Has a PieceAttribute()</p> <p>Has a TeamColor()</p>



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



BackEndController.java

Responsibilities

Initialize the game board.

Collaborators

Has a PieceAttribute()



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 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.

Collaborators

- This class has a Piece object and a Coordinate object



Coordinate.java

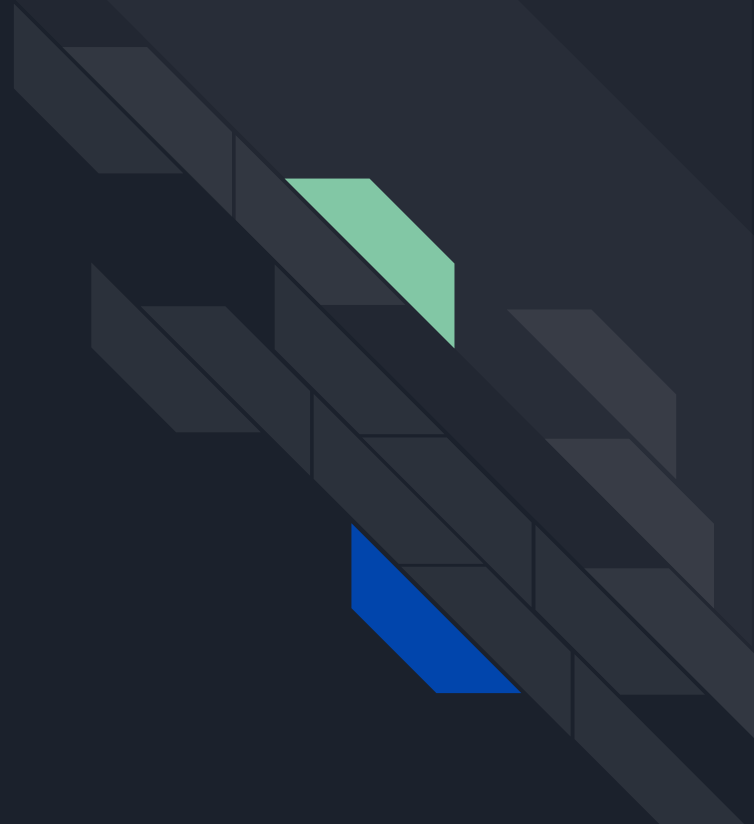
Responsibilities

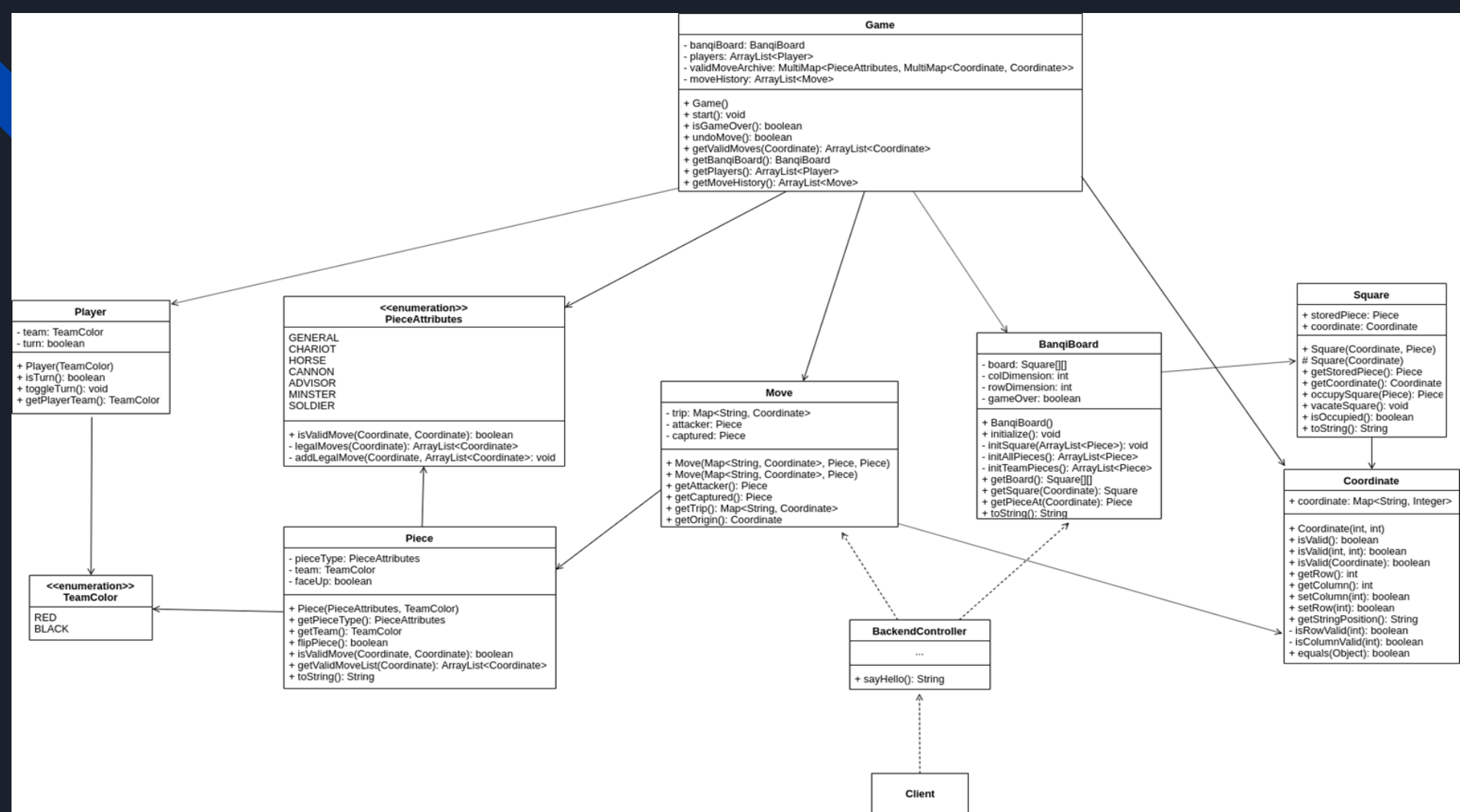
- This class represents an (x,y) coordinate pair.

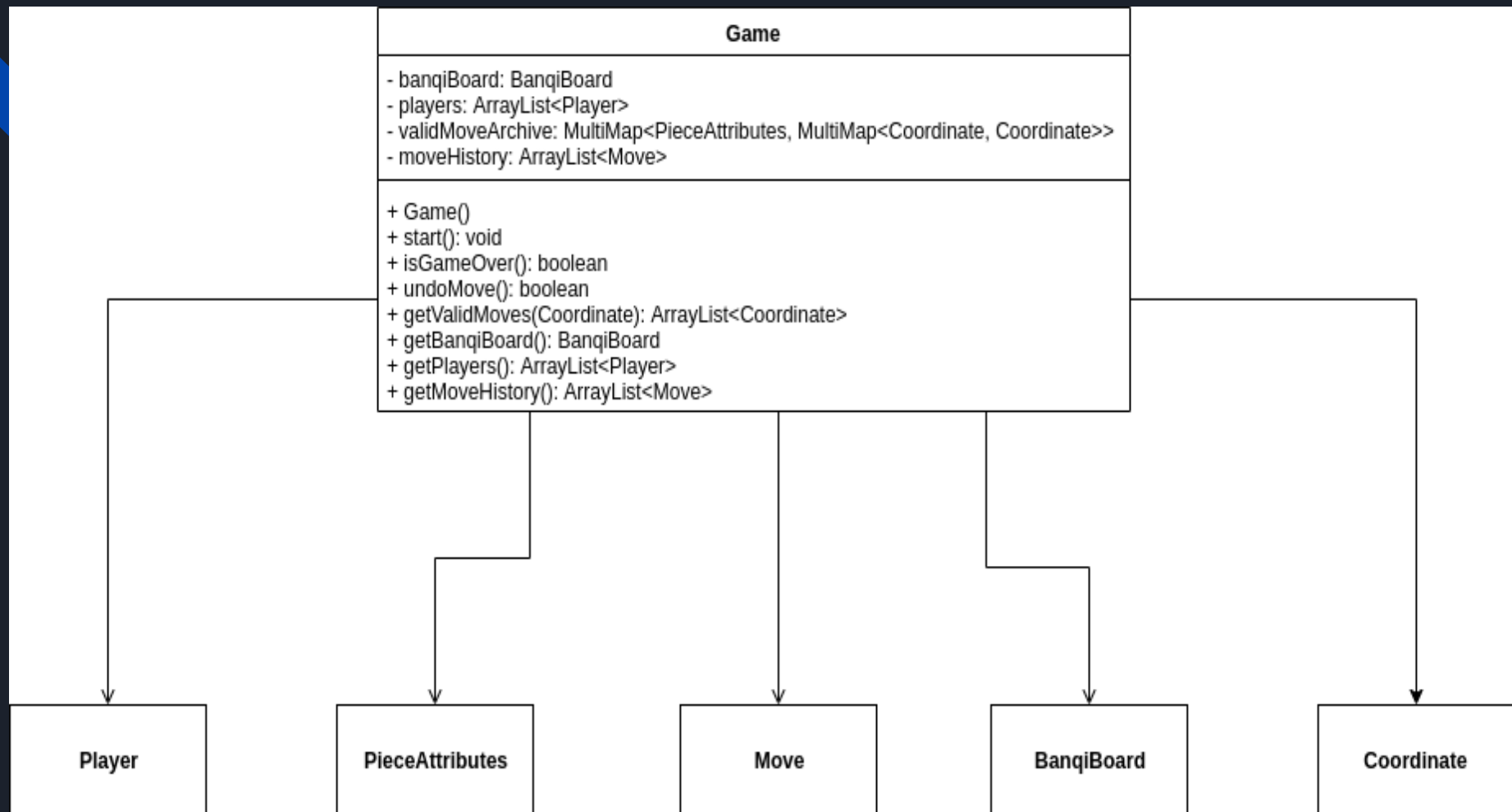
Collaborators

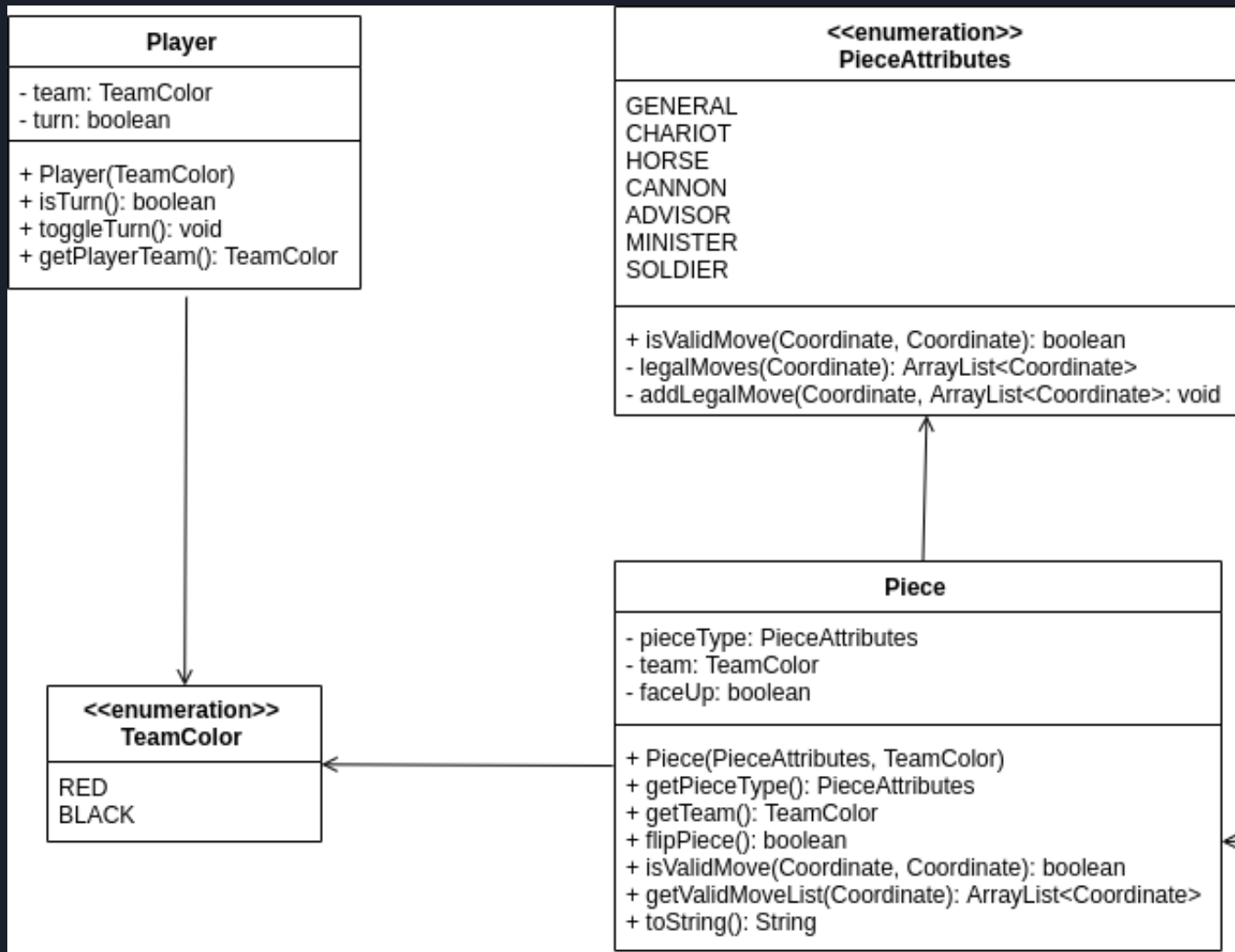
- None

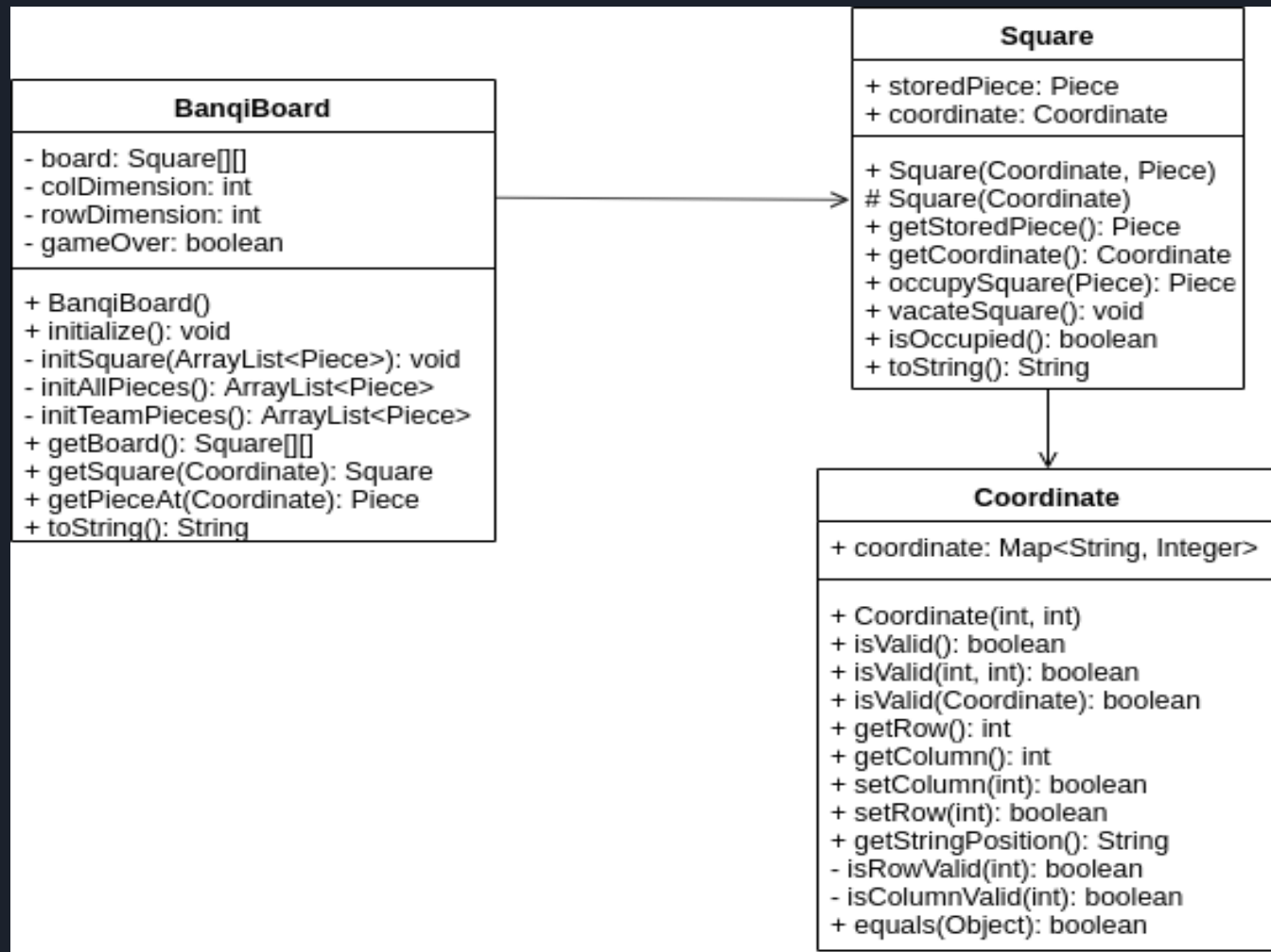
Class Diagrams

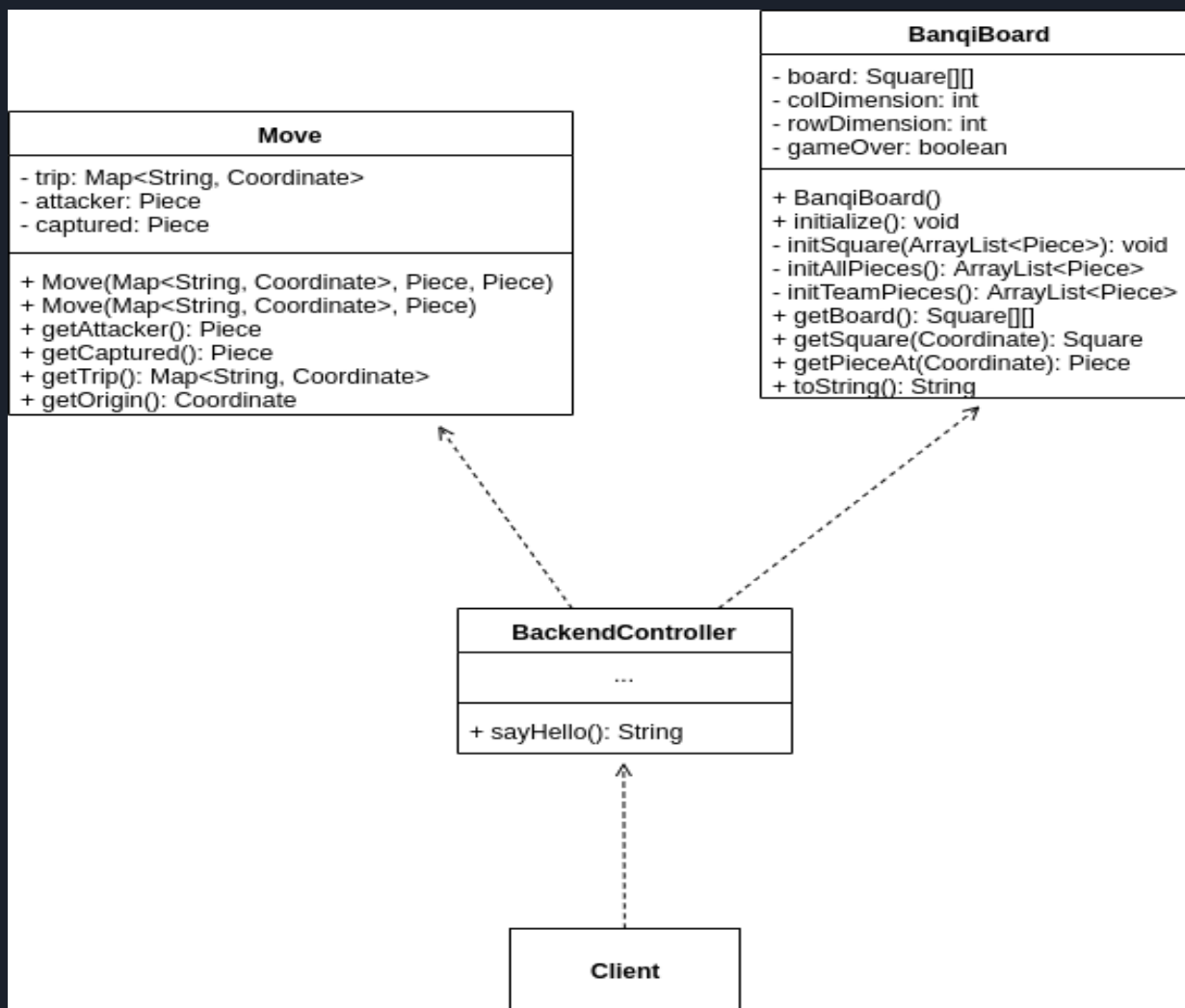












Traceability Link Matrix

	Game	BanqiBoard	Move	Player	Square	Coordinate	Piece	PieceAttributes	BackendController	TeamColor
US-2	X									
US-3	X								X	
US-4	X									
US-5	X								X	
US-6	X								X	
US-7									X	
US-8									X	
US-9			X		X	X	X			
US-10										
US-11							X	X		
US-12							X	X		
US-13							X	X		
US-14	X									
US-15	X									
US-16	X									
US-17	X	X								
US-18	X								X	
US-19										
US-20		X			X	X	X	X		
US-21		X	X				X		X	

[illegible]



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.
- Sprint2.md



Sprint 2 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
 - More meetups with the product owner



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