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

Responsibilities

Sets the color a each piece with respect to the user's team.

Get the correct piece type.

Return the correct team.

Collaborators

Has a PieceAttribute()

Has a TeamColor()

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 Collaborators Has a PieceAttribute() Initialize the game board.

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 Ito set turn.

- This class has a Piece object and a Coordinate object

Coordinate.java

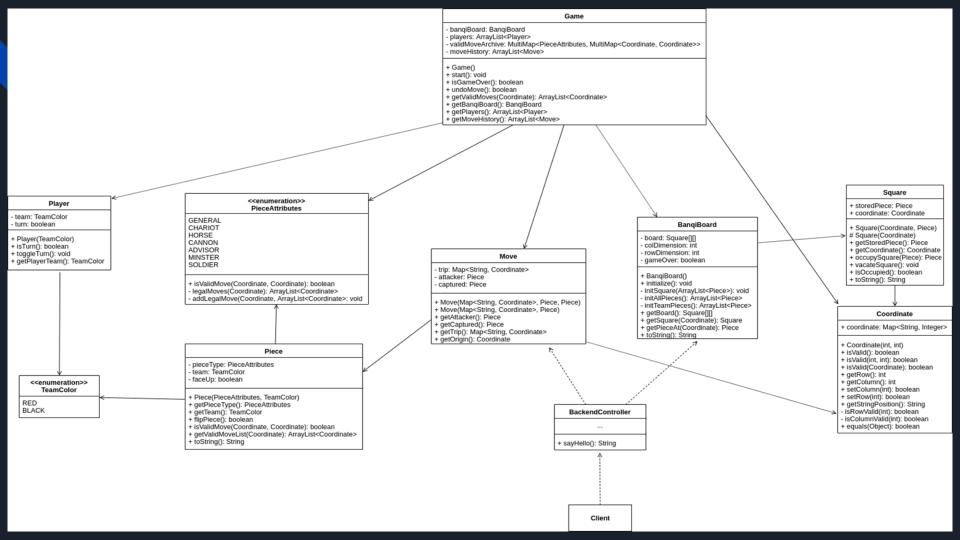
Responsibilities

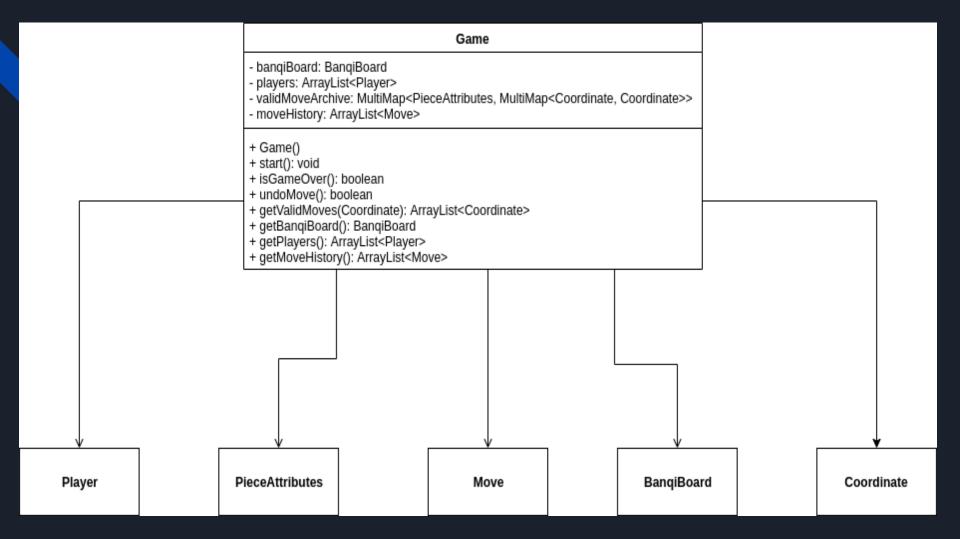
 This class represents an (x,y) coordinate pair.

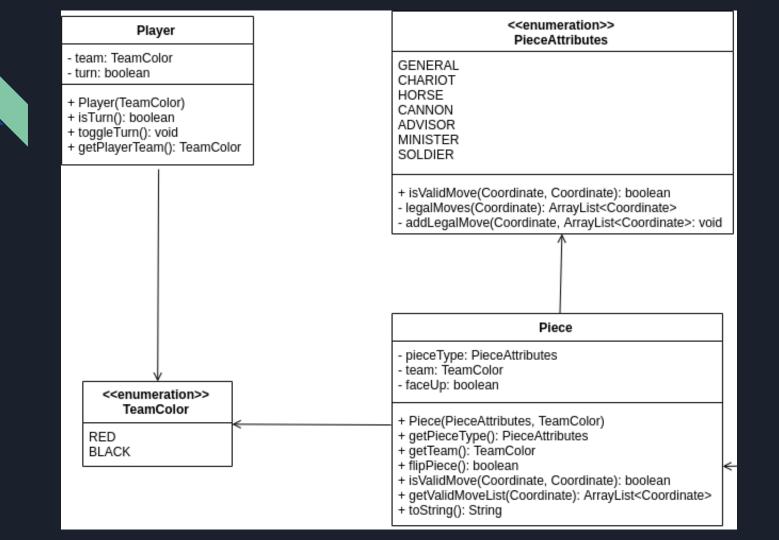
Collaborators

- None

Class Diagrams







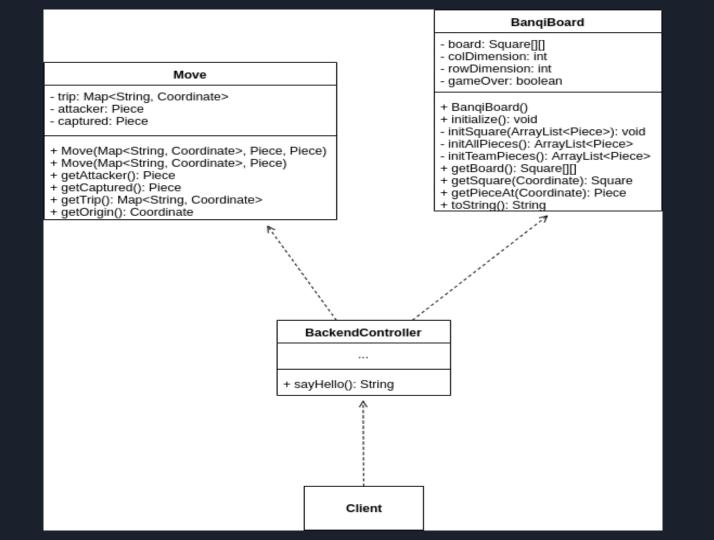
BanqiBoard board: Square∏∏ colDimension: int rowDimension: int gameOver: boolean + BangiBoard() + initialize(): void initSquare(ArrayList<Piece>): void initAllPieces(): ArrayList<Piece> - initTeamPieces(): ArrayList<Piece> + getBoard(): Square[[[] + getSquare(Coordinate): Square + getPieceAt(Coordinate): Piece + toString(): String + isValid(): boolean + getColumn(): 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>
- + Coordinate(int, int)
- + isValid(int, int): boolean
- + isValid(Coordinate): boolean
- + getRow(): 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	×								x	
US-6	×								x	
US-7									x	
US-8									X	
US-9			X		x	X	X			
US-10										
US-11							×	x		
US-12							×	x		
US-13							×	x		
US-14	×									
US-15	×									
US-16	×									
US-17	×	×								
US-18	×								x	
US-19										

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US-20

US-21

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

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