**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

| 1. **Summary data** | |
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| Team number | 35 |
| Sprint technical lead(s) | Eliza Back |
| Sprint start date | 22/03/22 |
| Sprint end date | 13/04/22 |

| 1. **Individual key contributions** | |
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| **Team member** | **Key contribution(s)** |
| Dzhan Hasan | Documentation |
| Eliza Back | Development / Project Lead |
| Rie Tse | Development / System Testing |
| Sean Wadsworth | UI Development |

| 1. **User stories/task cards** |
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| * This sprint cycle is almost purely focused on developing key features in line with the client’s specifications:   + Jail System   + Special Spaces (Free Parking, Tax, Stations, Utilities)   + Card System   + Upgradable Properties   + Board Customisation   + Game Rules (Classic and Abridged Versions) |

| 1. **Requirements analysis** |
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| | **Functional** | | | | --- | --- | --- | | **Reference** | **Description** | **Mandatory/Desirable** | | F1 | The product shall send players to jail when double rolled | Mandatory | | F2 | The product shall let the player leave the jail when the £50 is paid | Mandatory | | F3 | The product shall let the fine add to the free parking space | Mandatory | | F4 | The product shall let the player collect the fine from the free parking space | Mandatory | | F5 | The product shall let the player leave the jail when the Get Out Of Jail Free card is used and move them to ‘Just Visiting’ | Mandatory | | F6 | The product shall allow players receive the rent money when another player is on their tile | Mandatory | | F7 | The product shall be played with 1 to 5 players | Mandatory | | F8 | The product should let the player change the price of a property and further upgrades | Desirable | | F9 | The product shall let the player upgrade the properties | Mandatory | | F10 | The product shall let the players have £1500 cash in hand | Mandatory | | F11 | The product shall let the bank have £50000 cash in hand | Mandatory | | F12 | The product shall not the let the player borrow money from the bank | Mandatory | | F13 | The product shall let the player follow the instruction on cards when they land on opportunity knocks or pot luck | Mandatory | | F14 | The product shall not let the player’s borrow money from each other or the bank | Mandatory | | F15 | The product shall allow the user to select a ruleset (Classic or Abridged) then change the gameplay to accommodate. | Desirable | |
| | **Non-Functional** | | | | --- | --- | --- | | **Reference** | **Description** | **Mandatory/Desirable** | | NF1 | The project shall be developed in Unity. The Unity version used shall be 2020.3.26f1. | Mandatory | | NF2 | The project shall be written in C#. The version used shall be Visual Studio 2019, in line with the Unity version used. | Mandatory | | NF3 | The board design should have a similar design to competing products. | Mandatory | | NF4 | The board design shall have a unique design while still retaining the constraints from the requirement NF3. | Desirable | | NF6 | The project shall function without issues on both Apple devices and Windows. | Desirable |  | **Domain** | | | | --- | --- | --- | | **Reference** | **Description** | **Mandatory/Desirable** | | DM1 | The game should be fun have a varied color palette | Desirable | |

| 1. **Design** |
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| As per Sprint Cycle 1, we elected to design the product as a whole, rather than on a sprint by sprint basis, as such we are continuing to use the same Design Documentation as the previous sprint cycle. |

| 1. **Test plan and evidence of testing** |
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| Initially, we had planned to conduct thorough unit testing during each sprint, however we came across difficulties in getting this to function. As such we moved onto a new approach of system testing which gave us significantly more success. The results of this can be viewed in the Testing Document Spreadsheet. |

| 1. **Summary of sprint** |
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| This has been another successful sprint cycle, where we completed all but one of our objectives. Between the beginning and the end of this sprint, a significant amount of progress has been made towards the completion of the product.  Special spaces are now fully functional (Free Parking, Go To Jail, Utilities, Stations, and Taxes) along with a card system that will trigger card effects based on an input (the card effects) with the intention of allowing for customized cards in a future sprint.  Properties now charge rent when landed on, and can now be upgraded and downgraded to change the amount of rent due once another player lands on said space. House and hotel models will now appear on upgraded board spaces.  Property names, prices, and rent prices can all be edited before a game and the board has been refactored to allow for custom text to appear.  The only requirement we failed to meet this sprint cycle was implementing different game rules in the classic and abridged versions. Currently, both are identical in gameplay and as such this will be pushed to the next sprint cycle. However, with limited time between the end of this sprint cycle and the project deadline, we may need to cut this feature from the final version. |