**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

| 1. **Summary data** | |
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| Team number | 35 |
| Sprint technical lead(s) | Eliza Back |
| Sprint start date | 15/04/22 |
| Sprint end date | 28/04/22 |

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

| 1. **User stories/task cards** |
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| * This is the final planned sprint cycle and as such we need to focus more on testing our pre-existing functionality, UI, and any final features necessary for game functionality. As such, this includes:   + Main Menu UI   + Customisation UI   + Board Minimap UI   + Different Camera Views   + Abridged Rules |

| 1. **Requirements analysis** |
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| | **Functional** | | | | --- | --- | --- | | **Reference** | **Description** | **Mandatory/Desirable** | | F1 | The prototype shall let the player’s with no property go bankrupt | Mandatory | | F2 | The prototype shall remove the player’s token if they go bankrupt | Mandatory | | F3 | The prototype shall end when all the players are bankrupted except the last one | Mandatory | | F4 | The prototype shall end when all the players are bankrupted except the last one | Mandatory | | F5 | The prototype shall let the player sell their properties when they are going bankrupt | Mandatory | | F6 | The prototype shall remove the player’s token if they go bankrupt | Mandatory | | F7 | The prototype shall end when all the players are bankrupted except the last one | Mandatory | | F8 | The prototype should have a game mode with abridged rules which when the limit finishes the player with the most assets wins | 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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| As this is the final sprint cycle, it also is the final progress towards the project. All things considered, this sprint cycle has been a success. The game is now fully functional regarding the features we chose to implement and the UI behaves accordingly, activating all necessary features. From a outside point of view, we have a complete game in line with the client’s specification, besides the inclusion of an Abridged Rules version, AI, auctioning of properties, and card customisation. These features were initially intended to be included in the final product, however had to be cut from development in order to prioritize more important features. |