

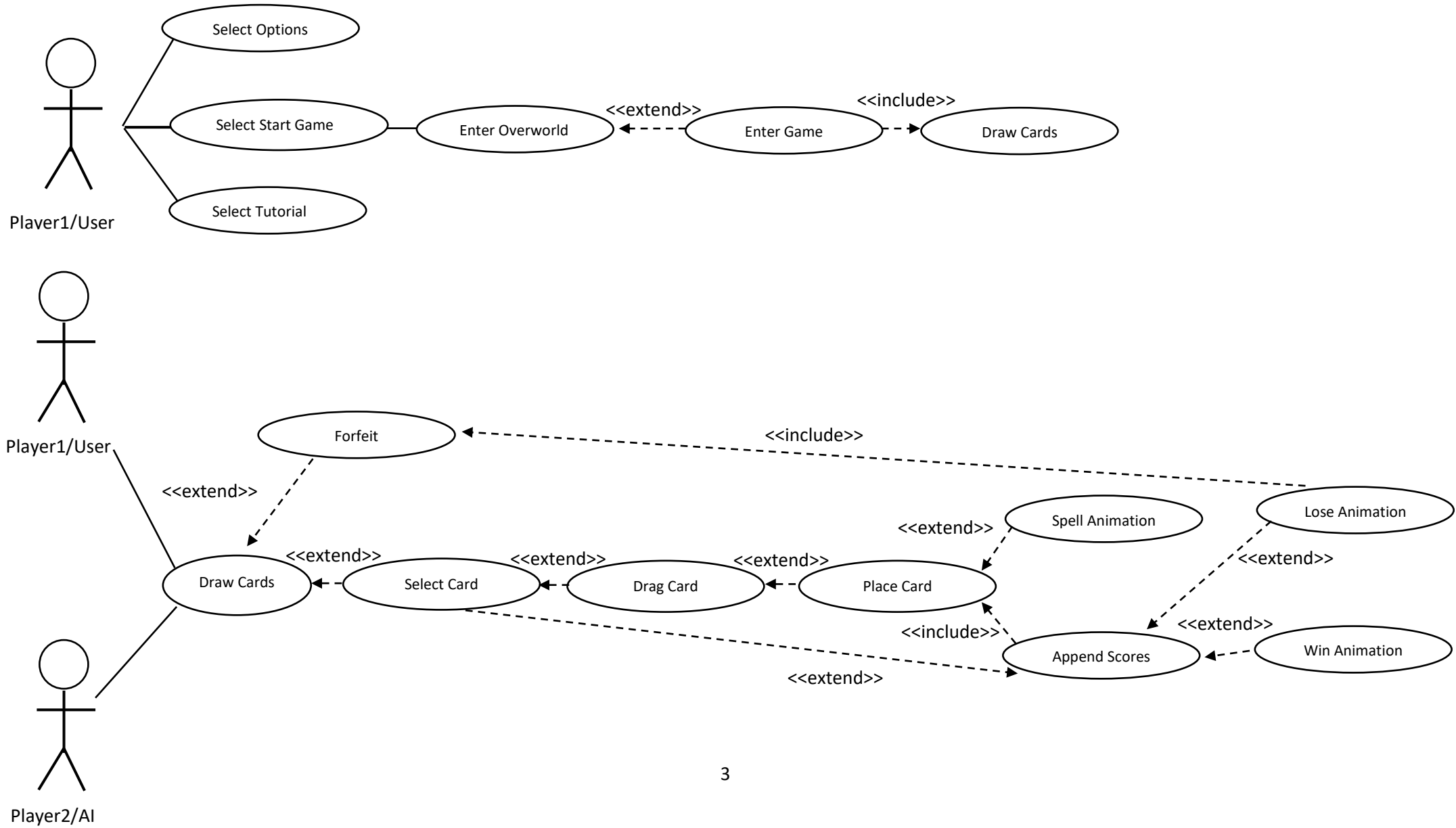
# Team 57- Blackbox Studios

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## Use Case Diagrams



## Use Case Descriptions

### Diagram 1

Flow of Events for the <b>Select Start Game</b> use-case	
Objective	To start to play and engage with the game
Precondition	There is an active diagram containing at least 1 element
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the start game icon from the main menu</li> <li>2. The game screen is opened, and a deck of cards are drawn for each user</li> <li>3. The user selects their next course of action based on the cards which have been drawn</li> </ol>
Alternative Flows	At 3 a user can make a decision based off the cards within their deck to decide to draw a card from their deck At 3 a user can decide to forfeit their game
Post-Condition	The user will begin playing the game

Flow of Events for the <b>Select Tutorial</b> use-case	
Objective	To view a tutorial on how to play the game
Precondition	There is an active diagram containing at least 1 element
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the tutorial icon from the main menu</li> <li>2. A help screen is shown providing written help on how to play the game, including images talking the user through it</li> <li>3. The user can hit a back button to return to the main menu</li> </ol>
Alternative Flows	
Post-Condition	The user will view the game's tutorial

Flow of Events for the <b>Select Options</b> use-case	
Objective	To view options to choose between before starting to play the game
Precondition	There is an active diagram containing at least 1 element
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the options icon from the main menu</li> <li>2. The user can choose between a variety of options, such as whether to mute the game or not</li> <li>3. The user can hit a back button to return to the main menu</li> </ol>
Alternative Flows	At 2 the user makes a decision as to which settings they would like
Post-Condition	The user will select options, and is likely to then play the game with their selected options

Flow of Events for the <b>Enter Overworld</b> use-case	
Objective	The user can choose an area within which to play the game from a couple of options around the university
Precondition	The user has clicked the start game button from the main menu
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the start icon from the main menu</li> <li>2. The user can choose between a variety of locations on a map, such as the Computer Science Building and the Medical Biology Centre</li> <li>3. The user will then be taken to play the game in that location</li> </ol>
Alternative Flows	
Post-Condition	The user will then play the game in their selected location

Flow of Events for the <b>Enter Game</b> use-case	
Objective	The user will enter the game in their chosen overworld location
Precondition	The user has selected a location from the map
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the start icon from the main menu</li> <li>2. The user chooses an overworld location of where to play the game</li> <li>3. The game will begin</li> </ol>
Alternative Flows	At 2 the user makes a decision as to which location they will play in
Post-Condition	The user will play the game

Flow of Events for the <b>Draw Cards</b> use-case	
Objective	The user draws a card they wish to play next
Precondition	The user chooses their desired card
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects the deck of cards thus drawing one</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The card is now in their deck</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 the card will now be seen in their deck
Post-Condition	

Diagram 2

Flow of Events for the <b>Forfeit</b> use-case	
Objective	The user forfeits their go for this go
Precondition	To have started the game and be on the game screen
Main Flow	<ol style="list-style-type: none"> <li>1. When it is the user's go, they click a button to forfeit</li> <li>2. The AI computer will still get a go and this will continue until the round has been completed</li> </ol>
Alternative Flows	
Post-Condition	The game will continue until the round has been completed

Flow of Events for the <b>Select Card</b> use-case	
Objective	To select a card to draw from the deck of cards available
Precondition	To have started the game and be on the game screen
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a card to place on the board</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The user drags the card on to board and the resulting effect to opponents score and own score take place</li> <li>4. Check if the User has won</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	

Flow of Events for the <b>Drag Card</b> use-case	
Objective	To drag a card from the deck of cards available on to the game board
Precondition	To have started the game, be on the game screen and have chosen a card to drag by clicking it
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a card to place on the board</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The user drags the card on to board and the resulting effect to opponents score and own score take place</li> <li>4. Check if the User has won</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	

Flow of Events for the <b>Place Card</b> use-case	
Objective	To place a card from the deck of cards available on to the game board
Precondition	To have started the game, be on the game screen and have chosen a card to place on the board for your next move
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a card to place on the board</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The user drags the card and places it on to the board and the resulting effect to opponents score and own score take place</li> <li>4. Check if the User has won</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	



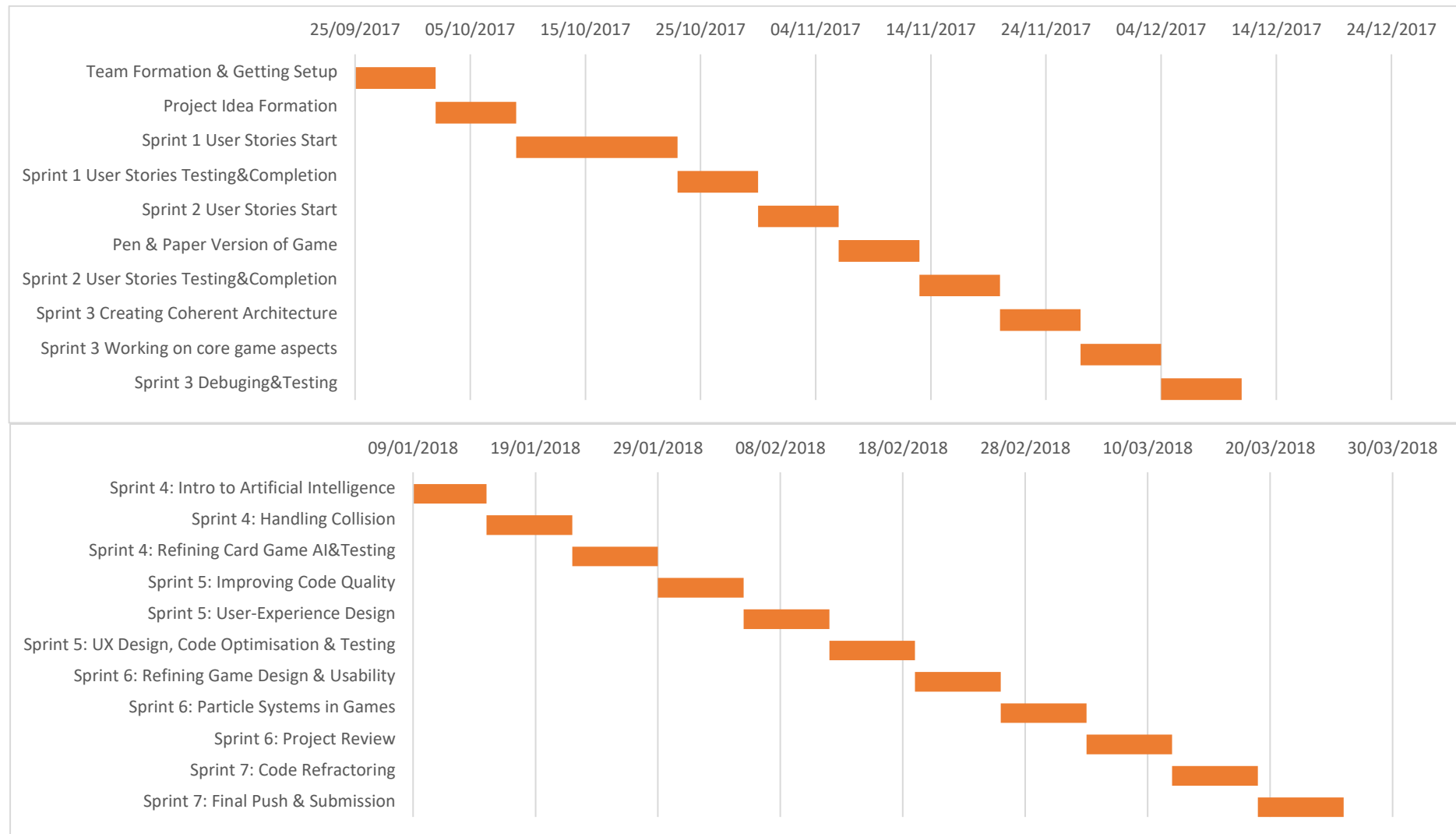
Flow of Events for the <b>Spell Animation</b> use-case	
Objective	When a spell is played an animation will occur
Precondition	To have started the game, be on the game screen and have played a spell card
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a spell card to place on the board</li> <li>2. A spell animation appears</li> <li>3. The user drags the card and places it on to the board and the resulting effect to opponents score and own score take place</li> <li>4. Check if the User has won</li> </ol>
Alternative Flows	At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	

Flow of Events for the <b>Append Scores</b> use-case	
Objective	To append scores for both players
Precondition	To have a played a card
Main Flow	<ol style="list-style-type: none"> <li>1. Depending on card played may have a negative/positive effect to the other user's score</li> <li>2. The latest scores may alter the players position to win</li> <li>3. Normal play is resumed and the players will continue to play game</li> </ol>
Alternative Flows	At 2 win/lose animation may occur At 3 select card use case will occur
Post-Condition	

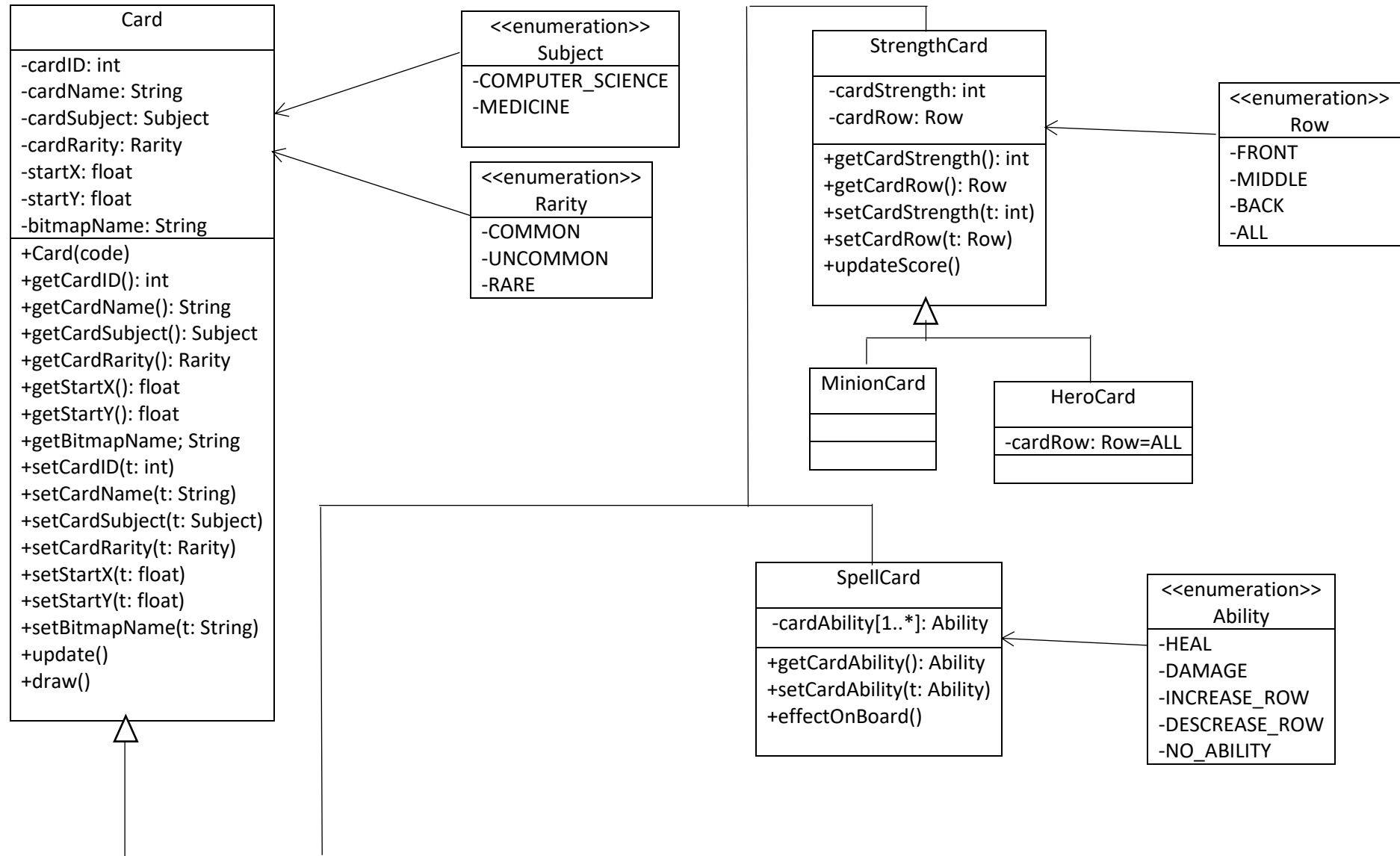
Flow of Events for the <b>Win Animation</b> use-case	
Objective	When the user wins a round, this animation will appear
Precondition	To have won a round of the game
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a card to place on the board</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The user drags the card on to board and resulting effect to opponents score and own score takes place</li> <li>4. Check if the User has won</li> <li>5. Their score is changed accordingly</li> <li>6. Continue for the full round</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	When the user loses a round, this animation will appear

Flow of Events for the <b>Lose Animation</b> use-case	
Objective	When the user loses a round, this animation will appear
Precondition	To have lost a round of the game
Main Flow	<ol style="list-style-type: none"> <li>1. The user selects a card to place on the board</li> <li>2. Based on the type of card which have been selected a draw animation may appear</li> <li>3. The user drags the card on to board and resulting effect to opponents score and own score takes place</li> <li>4. Check if the User has lost</li> <li>5. Their score is changed accordingly</li> <li>6. Continue for the full round</li> </ol>
Alternative Flows	At 2 draw animations may appear on board as card is drawn At 3 change of scores At 4 win or lose animation may appear on board
Post-Condition	

## Gantt Chart



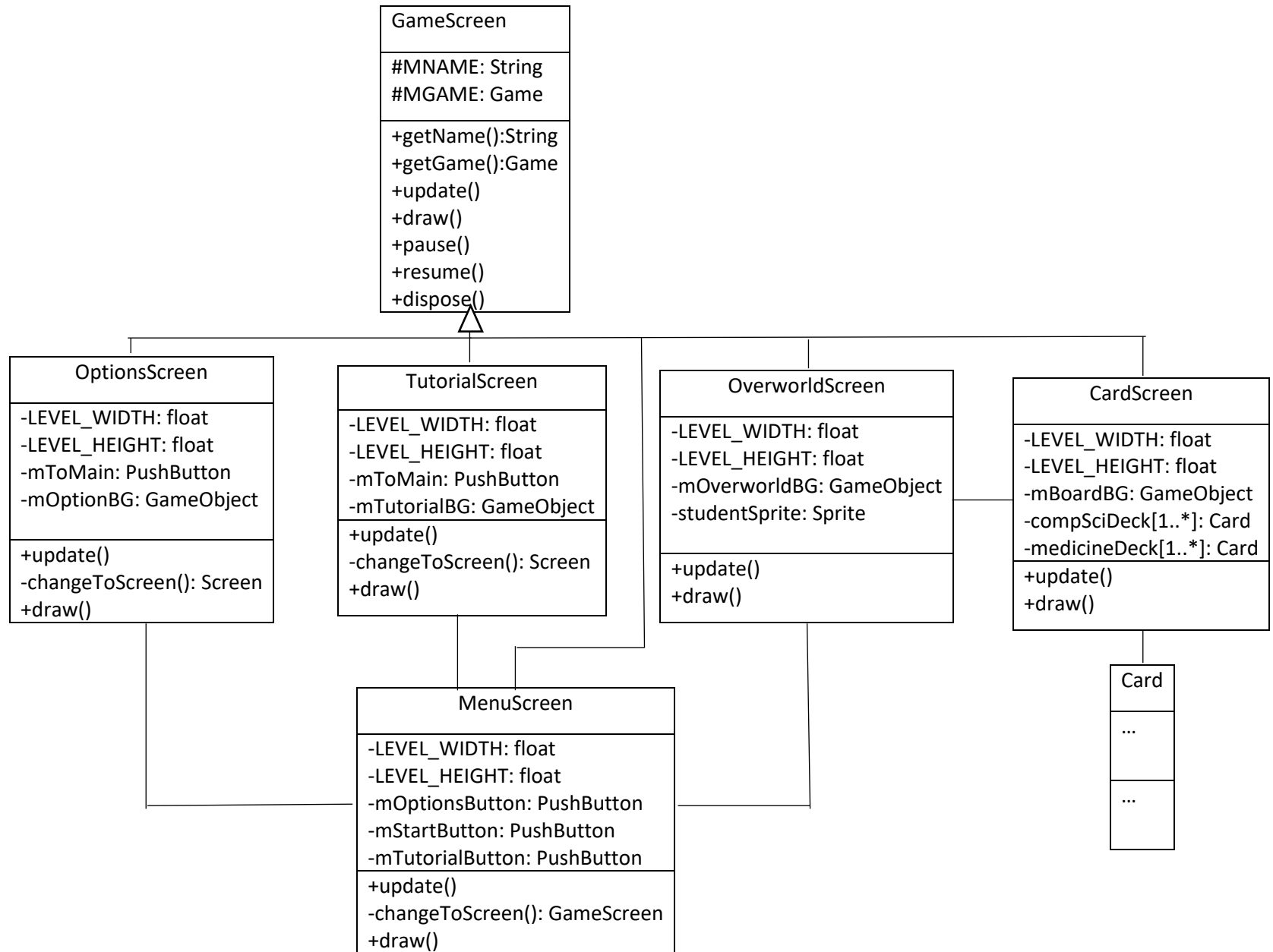
## Class Relationship Models



This class relationship model represents the various classes involved in the Card superclass and its various subclasses. There are two immediate subclasses: SpellCard and the StrengthCard.

The SpellCard class is intended for cards that do not sit on the board of the game, rather they cast their effect(s) and then they are moved to the graveyard, and as such has an enum called ability attached to it for the time being although this may change to an interface.

The StrengthCard subclass on the other hand is intended for cards that stay on the board when they are played, i.e. they have a strength attribute. This class contains both the strength of the card as an integer and the row that it may be played it (dictated by the “Row” enumeration). The two subclasses of StrengthCard are MinionCard and HeroCard respectively. MinionCard is a class that represents normal minions that can be found in the deck while the HeroCard class represents heroes which exist outside of the deck and instead on their own in the hero card slot on the board.



This class relationship model represents the various screens for our project which all inherit from the abstract class GameScreen. This is a simple model simply showing the showing the associations between the MenuScreen class and the OptionsScreen, TutorialScreen and CardScreen classes.

On the MenuScreen, there are three buttons that go to the OptionsScreen, TutorialScreen and CardScreen:

OptionsScreen is made up of various options to change, the TutorialScreen will show how the game is played, the OverworldScreen will allow the player to pick an opponent to fight on a map of the campus of Queen's, and the CardScreen is where the actual game is played, with the board, card and rules all being handled from this class.

## Use Case Realisations

B) Use case realisations in the form of sequence diagrams that show the main sets of sequences of interaction identified in the Use Case Requirements Specification. Each use case will have a realisation: you may concentrate on the most significant use cases and realisations. Include brief written commentary on the use case realisations. Remember that a solid arrow should point from the actor to any component(s) in which he/she triggers an action (e.g. by clicking a button), and that you can use a dashed arrow to show control being passed from one component to another. (remove when finished)



## Meeting Minutes

The following team members were present for all meetings:

Conor Clarke

Jack McNaughton

Edward Muldrew

Brandon Smylie

Grace Turkington

## Meeting 1

Week commencing 9/10/17

Date of this minute 11/10/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

N/A (First meeting)

Actions Planned (Briefly list the actions required of each team member for the next week.)

Each team member was assigned user stories as follows.

**Conor Clarke**

- User stories 1-5

**Adele Loughran**

- User stories 12-16

**Jack McNaughton**

- User stories 27-32

**Edward Muldrew**

- User stories 17-21

**Brandon Smylie**

- User stories 6-11

**Grace Turkington**

- User stories 22-26

**Each team member should do the following:**

- Develop a plan for some assigned user stories, and add task lists to our project page on how they will be completed.
- Watch the youtube videos on using Git, and practise doing so to become familiar with it. Ensure everyone else in the team also has Git set up.
- Make first changes to GAGE code, and commit this to Git.
- View the changes other team members have made to GAGE code.
- Become more familiar with Gwent to gain a better knowledge of the card based game we are taking inspiration from.

## Meeting 2

Week commencing 16/10/17

Date of this minute 17/10/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

**Conor Clarke**

- User stories 1-5

**Adele Loughran**

- User stories 12-16

**Jack McNaughton**

- Downloaded GIT and created an SSH key
- Continued watching YouTube videos on general android studio functions and started watching videos more associated with my user stories.

**Edward Muldrew**

- Set Up GitLab on my computer and set up my own personal SSH key.
- Downloaded and set up GIT

- Made my first changes to the GAGE Code
- Completed and tested User Story 17 (Revise the touch controls so they display a 'glowing' image whenever they are touched.)

**Brandon Smylie**

- User stories 6-11

**Grace Turkington**

- Developed a plan for some of my assigned user stories, and added a thorough to-do list for the first user story (26) I worked on to our project page.
- Watched the youtube videos on using Android 101, Architectural Design, Git and Game App Project Setup.
- Download Git GUI.
- Setup Git SSH keys with Git GUI and link to Android project.
- Committed the original, unedited version of the Gage code to Git.
- Made my first changes to Gage code, but I didn't get the user story completed with no bugs so I didn't commit this to Git.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke**

- Work on User Stories 2 and 3, intending to finish them by the end of the week
- Make a start on User Story 4

**Adele Loughran**

- Continue to work on my user stories and to complete as many as possible
- Attend advisory on Tuesday to ask for guidance

**Jack McNaughton**

- Work on user stories 27-32
- Work on pushing and pulling using git

**Edward Muldrew**

- Work through User Stories 18-21
- Experiment with pushing and pulling to the common shared project on Git Lab
- Continue to watch the YouTube videos on Game loop, Game Input and the Android Lifecycle

**Brandon Smylie**

- Work through user stories 7-9.
- Start using git regularly to push changes to the shared project.

**Grace Turkington**

- Complete code changes to achieve user story 26. Maybe attend the advisory or a drop-in at Philip's office so I can get help with it.
- Commit my finished changes to the GAGE code from user story 26 to Git.
- Add a to-do list to the project page of my plan for the next of my assigned user stories I will work on.
- Start work on this user story.
- Repeat the above 2 steps for as many user stories as I can get done.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Begin research on UML using full module notes and recommended texts in order to appreciate the variety of ways in which the UML notation and accompanying descriptions may be used.

## Meeting 3

Week commencing 23/10/17

Date of this minute 25/10/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

**Each team member did the following:**

- Researched UML using full module notes and recommended texts in order to appreciate the variety of ways in which the UML notation and accompanying descriptions may be used.

**Conor Clarke**

- User stories 1-5

**Adele Loughran**

- Attended advisory for guidance from demonstrators
- Completed user story number 12 and committed my changes
- Pushed my completed user story to Gitlab
- Advised others on how to push/pull from git when making changes, updating project etc.
- Watched the suggested videos on YouTube for information

**Jack McNaughton**

- Completed user story 27 + 28
- Pulled other user changes from Git Lab
- Pushed changes to Git Lab

**Edward Muldrew**

- Completed User Story 17, 18 and 20.
- Committed my changes to Git Lab
- Was able to pull other members of the groups' changes from Git Lab

**Brandon Smylie**

- Completed user story numbers 7-9 , began work on 10 and 11.

**Grace Turkington**

- Completed code changes to achieve user story 26. Attended the advisory to get help with it.
- Committed my finished changes to the GAGE code from user story 26 to Git.
- Added to-do lists to the project page of my plan for user stories 23 and 24.
- Completed code for user stories 23 and 24 and committed these changes to Git.
- Watch this weeks youtube videos.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke****Adele Loughran**

- Work on user stories 13-16
- Attend advisory to get advice for my user stories 13 & 14 as not returning anything
- Start user stories 15 & 16 - Research refactoring
- Create unit tests for stories 13&14
- Commit and push any completed stories to gitlab
- Try my best to complete all my user stories by end of week for end of sprint 1
- Give advice were needed to help others push up their changes
- Watch the YouTube videos

**Jack McNaughton**

- Attempt to fix minor error in user story 28
- Work on remaining user stories.
- Attempt to push any completed user stories.
- Watch Youtube videos on subject.

**Edward Muldrew**

- Attend advisory on Tuesday to receive help with my final User Stories
- Complete User Stories 21 and 22
- Push my User Stories up to GIT
- Write a Unit Test for User Story 18
- Complete and submit report for Friday

**Brandon Smylie**

- Finish user stories 11 and 12.
- Write Unit Test for user story 9.
- Push my user stories up to Git.
- Submit report at the end of the week.

**Grace Turkington**

- Add a to-do list to the project page of my plan for user story 22.
- Work on user story 22.
- Commit my finished changes to Git.
- Create unit tests for user story 22.
- Ensure all code and unit tests have been pushed to the master project in time for the sprint ending.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Read about the Software Engineering deliverable; Printed Report: The Problem and the Early Solution, to decide which part of it you would be most interested on working on.

## Meeting 4

Week commencing 30/10/17

Date of this minute 31/10/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

**Each team member did the following:**

- Read about the Software Engineering deliverable; Printed Report: The Problem and the Early Solution, to decide which part of it you would be most interested on working on. We split up the work as follows:
  - Use case diagrams & Use case descriptions: [ Edward, Grace]
  - System Analysis & Use Case realizations: [ Brandon, Conor, Jack ]

**Conor Clarke**

**Adele Loughran**

- Completed user stories 13&14, updated project before pushing my changes.
- Ensured my code had no errors
- Tried out unit testing but wasn't able to complete them.
- Watched this weeks Youtube videos

**Jack McNaughton**

- Worked on other User Stories. Was unable to finish them so didn't submit to git lab.
- Helped others with their user stories.
- Contributed to sprint 1 report.
- Discussed Sprint 2 with group.

**Edward Muldrew**

- Re-worked User Story 19.
- Finished User Story 21
- Meet up with the group during the week to discuss sprint 2
- Helped contribute to the sprint 1 report
- Watched this weeks youtube videos

**Brandon Smylie**

- Completed and pushed User Story 10 to Git.
- Attended meeting discussing peer review on report and wrapping up the sprint.
- Submitted report before deadline on Friday.

**Grace Turkington**

- Added a to-do list to the project page of my plan for user story 22.
- Worked on user story 22; didn't get it finished so didn't commit it to Git.
- Created unit tests for user story 24 and 26.



- Ensured all code and unit tests have been pushed to the master project in time for the sprint ending.
- Met team on Wednesday to complete the team submission document for this sprint
- Watched this weeks youtube videos

Actions Planned (Briefly list the actions required of each team member for the next week.)

#### **Conor Clarke**

#### **Adele Loughran**

- Meet with team to discuss the second sprint and assign everyone with user stories.
- Begin working on my assigned sprints
- Begin the pen and paper version of the game
- Watch this weeks youtube videos.

#### **Jack McNaughton**

- Meet with group to discuss second sprint and assign user stories.
- Start work on assigned sprints.
- Watch youtube videos for the week.
- Research more on gwent.

#### **Edward Muldrew**

- Discuss our plans for our user stories for weeks 6 -8
- Begin on initial work on user stories
- Look at writing unit tests before I start coding
- Start designing pen and paper game
- Keep on looking at and researching Gwent.

#### **Brandon Smylie**

- Meet with team to discuss feedback from sprint 1 and assign tasks for sprint 2.
- Begin working on my assigned user stories.
- Begin drawing up the paper version of our game, Quent.

#### **Grace Turkington**

- Add a to-do list to the project page of my plan for an assigned user story.
- Begin working on my assigned user stories (splash screen).
- Commit my finished changes to Git.
- Watch this weeks youtube videos.

#### **Each team member should do the following:**

- Work on their area of the Software Engineering project consistently until late November where we will discuss progress in a meeting.

## Meeting 5

Week commencing 06/11/17

Date of this minute 08/11/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

**Each team member did the following:**

- Worked on their area of the Software Engineering project.

**Conor Clarke****Adele Loughran**

- Completed user stories 7,8,9 and 12 and pushed to git -still need to improve the images used and commit again
- Watched this weeks YouTube videos

**Jack McNaughton**

- Split user stories and group into 2 sub groups where each group would work on one sub group of user stories.
- Started User story 1.

**Edward Muldrew**

- Split the User Stories in to two sub groups and took on User Stories in separate sub group
- Started work on User Story 13 and 14
- Continued playing Gwent in preparation to create paper based card version of game
- Watched this weeks YouTube videos

**Brandon Smylie**

- Group was split into two to handle each half of the user stories.
- Completed user story 20, started work on 21/22

**Grace Turkington**

- We split the team into 2 groups to work on the user stories in 2 sections. We will begin our paper version of the game in the upcoming week.
- Add a to-do list to the project page of my plan for an assigned user story; 16.
- Worked on this story.
- Committed my finished changes to Git.
- Watched this weeks youtube videos.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke****Adele Loughran**

- Begin working on my assigned sprints
- Begin the pen and paper version of the game
- Watch this weeks youtube videos.

**Jack McNaughton**

- Finish and submit user story 1.
- Work on other user stories.
- Watch Youtube videos for that week.

**Edward Muldrew**

- Start to make the paper based game with team members
- Make steady progress on User Stories
- Start creating Unit tests to ensure methods are working correctly
- Watch YouTube videos for this week

**Brandon Smylie**

- Discuss paper-based game ideas.
- Continue to work on user stories.

- Start writing unit tests.

**Grace Turkington**

- Begin working on the paper version of our game together.
- Add a to-do list to the project page of my plan for another assigned user story; hopefully 17 & 18.
- Begin working on my this assigned user story.
- Commit my finished changes to Git.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Continue working on their area of the Software Engineering project.

## Meeting 6

Week commencing 06/11/17

Date of this minute 09/11/17

This was our second meeting this week. We had already discussed our progress thus far in this sprint and our plans for the next week. This meeting was spent working on the pen and paper version of our game, and getting a rough first draft of it completed.

## Meeting 7

Week commencing 13/11/17

Date of this minute 14/11/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

### **Each team member did the following:**

- Worked on their area of the Software Engineering project.

#### **Conor Clarke**

#### **Adele Loughran**

- Continued to work on improving my user stories especially the images used (7,8,9 and 12)
- Watched this weeks Youtube Videos

#### **Jack McNaughton**

- Finished and submitted User story 1 and 3
- Worked on other user stories (2,4,5,6).
- Met with team to discuss paper based game.

#### **Edward Muldrew**

- Met with team on Thursday to create the paper based game
- Added User Story 13
- Added User Story 14

#### **Brandon Smylie**

- Met with team to create the paper based game.
- Completed User Story 20.

#### **Grace Turkington**

- Began working on user story 17.
- Watched this weeks youtube videos.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke****Adele Loughran**

- Continue working on the pen and paper version of game
- Unit test and finalise my completed user stories and push to git
- Complete the sprint 2 document for submission.
- Watch the suggested Youtube Videos

**Jack McNaughton**

- Attempt to complete and submit other user stories.
- Complete pen and paper versions of game.
- Complete sprint 2 document.
- Watch Youtube videos recommended.

**Edward Muldrew**

- Continue working on the pen and paper version of the game
- Discuss rules for our game
- Play out a version of our pen and paper based game
- Complete User Stories 10 and 11
- Add Unit tests for User Stories
- Complete Sprint Submission document before Friday!

**Brandon Smylie**

- Continue working on the pen and paper version of the game
- Complete User Stories 21 and 22.
- Add Unit tests for User Stories.
- Complete Sprint Submission document for sprint 2.

**Grace Turkington**

- Continue working on paper version of our game together.
- Add a to-do list to the project page of my plan for user story 17.
- Finish working on user story 17.
- Unit test user story 17.
- Commit my finished changes to Git.
- Hopefully do the above 4 points for user story 18 also.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Continue working on their area of the Software Engineering project.

## Meeting 8

Week commencing 20/11/17

Date of this minute 21/11/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

### **Each team member did the following:**

- Worked on their area of the Software Engineering project.

### **Conor Clarke**

### **Jack McNaughton**

- Edited user story 1.
- Played pen and paper version of our game.

### **Edward Muldrew**

- Played out a version of our pen and paper game on Tuesday
- Finished User Story 10 + 11
- Created Unit Test for User Story 13
- Finished user story 18.
- Committed user stories 10 & 11

### **Brandon Smylie**

- Finished User Story 20 and 21.
- Created unit tests for 20 and 21.

### **Grace Turkington**

- Added a to-do list to the project page of my plan for user story 17.
- Finished user story 17 minus the progress bar.
- Added a to-do list to the project page of my plan for user story 18.
- Finished user story 18.
- Committed user stories 17 & 18 (without progress bar).
- Watched this weeks youtube videos.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke**

**Jack McNaughton**

- Continue to help create pen and paper game.
- Discuss main user stories to be put into game
- Start work on User stories.

**Edward Muldrew**

- Continue working on the pen & paper game.
- Start work on User Stories which match with what is needed to be implemented for our game
- Create graphics for cards for User Stories

**Brandon Smylie**

- Continue working on the pen & paper game.
- Create and get to work on User Stories for sprint 3.

**Grace Turkington**

- Continue working on pen and paper version of our game
- Code sprint 2 unit tests.

- Add a to-do list to the project page of my plan for an assigned user story.
- Work on that user story.
- Commit my finished changes to Git.
- Do the above 3 points for as many user stories as I can.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Continue working on their area of the Software Engineering project.



## Meeting 9

Week commencing 27/11/17

Date of this minute 27/11/17

Task Reporting (Briefly list the progress for each team member in the last week.\*)

### **Each team member did the following:**

- Worked on their area of the Software Engineering project. In this meeting we combined our work to see what was left to be done.

### **Conor Clarke**

### **Jack McNaughton**

- Created user stories for the Tutorialscreen section.
- Started work on tutorial text file and tutorialscreen class.

### **Edward Muldrew**

- Started work on my inheritance User Story
- Wrote my own User Stories for the card class

### **Brandon Smylie**

- Wrote my own user stories for the GameScreen section.
- Handed up user stories document.
- Began work on my first user story.

### **Grace Turkington**

- Added a to-do list to the project page of my plan for user story 1.
- Work on user story 1.
- Added a to-do list to the project page of my plan for user story 2.
- Work on user story 2.
- Watched this weeks youtube videos.

Actions Planned (Briefly list the actions required of each team member for the next week.)

**Conor Clarke****Jack McNaughton**

- Finish tutorial text file.
- Finish tutorialscreen so that it reads text file onto screen.
- Work with other members to get images of cards and board for tutorial.
- Finish pen and paper version of game.

**Edward Muldrew**

- Continue work on pen and paper version of our game
- Further discuss with the group aspects of the game we are creating to improve understanding
- Complete a 3-4 User Stories in preparation for Unit testing and debugging time next week
- Add To Do lists for each User Story
- Commit my finished work to Git!

**Brandon Smylie**

- Continue work on pen and paper version of the game.
- Finish user story 5 and 6.
- Commit my changes.
- Start work on user story 7.

**Grace Turkington**

- Continue work on pen and paper version of our game and on software engineering project.
- Commit user stories 1 & 2.
- Add a to-do list to the project page of my plan for user story 4.
- Work on that user story.
- Commit my finished changes to Git.
- Do the above 3 points for user story 3 if I get time.
- Watch this weeks youtube videos.

**Each team member should do the following:**

- Complete the finishing touches of the Software Engineering project.

## Peer Assessment

Evaluation      Group Number: 57      Group Name: Black Box Studios				
Name	Contribution of time and effort <sup>1</sup>	Contribution to team-working and motivation <sup>1</sup>	Contributions to this deliverable <sup>1,2</sup>	Peer Score (Range 85 – 115)
Conor Clarke				
Jack McNaughton				
Edward Muldrew				
Brandon Smylie				
Grace Turkington				

<sup>1</sup>Values: 1 = Less than average; 2 = Slightly less than average; 3 = Average; 4 = Slightly more than average; 5 = More than average

<sup>2</sup>This value should consider contributions in the round – direct contributions to required deliverables, and contributions that have made the deliverables possible.

Declaration		
"I declare that I have read the Queen's University regulations on plagiarism, and that any contribution I have made to the attached submission is my own original work, except for any elements that I have clearly attributed to third parties. I understand that this submission will be subject to an electronic test for plagiarism and will also be subject to the University's regulations concerning late submission if it is received after the deadline."		
Name	Date	Confirmation ( <i>use the words shown in the example below!</i> )
Conor Clarke	7/12/17	I agree to the terms of the declaration
Jack McNaughton	7/12/17	I agree to the terms of the declaration
Edward Muldrew	7/12/17	I agree to the terms of the declaration
Brandon Smylie	7/12/17	I agree to the terms of the declaration
Grace Turkington	7/12/17	I agree to the terms of the declaration

Each team member's overall score for the First Deliverable will be calculated according to the following formula, where  $S_i$  is Team Member  $i$ 's overall score,  $P_i$  is the peer score received by Team Member  $i$ ,  $N$  is the number of members in the team, and  $M$  is the raw mark awarded to the report by the assessor.

$$S_i = \frac{P_i}{\frac{1}{N} \sum_{j=1}^N P_j} \times M$$

The following guidelines will help you award appropriate peer scores. If the team agrees that Team Member 1's overall contribution to the First Deliverable was much weaker than the average contribution, a peer score of 85 would be appropriate for Team Member 1. If Team Member 1's contribution was much stronger than average, consider a peer score of 115. If Team Member 1 did what was expected and shared the effort equally with their fellow team members, they could expect to receive a Peer Score of 100. Any mark within the range 85 – 115 will normally be accepted by the module Lecturer. Marks outside this range may require that the Team discuss its decision with the module Lecturer or Teaching Associate, in order to agree a fair distribution of marks. Where team members cannot agree a distribution, the module Lecturer's judgement will be final. ***Please inform the module Lecturer if a team member has left your group or has ceased to play an active role in the group.***