The second Iteration is more focus on the second user story: the coin collection. To accomplish this goal, we add 4 more user stories. Each user story has a acceptance test.

Coins are randomly generated on the server. For each round of the game, server generates coins on the map. Players should move around the hill to find the hidden coins. At the end of each round, the players can see how many coins they found drung the game play.

To implement those features, we should create a server side program to communicate all of the clients. The server also need to check a player found a coin and collocted the coin. The communication between clients and server we choose use Json file sending by sockets.

For Json file read and wirte, we use a third party library called JSON in Java.

The document of JSON in Java can be found at:

<http://json.org/java/>

Also, we are creating a story board that can help us to implement GUI. We also planing to complete the implementation from story board to the Android program.

Acceptance Tests:

Users are able to use GUI to navigate different game elements.

Server and clients are able to exchange data by Json.

Server can track each client’s location.

When users are playing the game, they are able to find coins and collect them.

Our second user story is “As a player, I want to be able to collect coins, so that I can compete other players on a scoreboard.” It is too general, so we will separate it into four parts which are “Network Connection, Update Location, Display Coin and GUI Display,” which has been described particularly above. In order to implement these four parts, we will subdivide each of them into several simple tasks. It will more clear for all the members targeted to achieve each task. We will also complete development process by using Agile development process simultaneously. We will also build some charts to show our rate of progress more intuitively.

Retrospective:

In iteration 2, we implemented our user story step by step at the beginning. As we learnt jUnit and ant build during the class time. We made use of them in our implementation, which is a good practice. However, one of our group member was very sick, which lead to that we loss two group members. The rest members are a little perplexed. We only complete a part of our initial tasks. We will readjust our plan and do better in iteration 3.