

Sprint 11

1) Summary	
Sprint leader(s)	Vivien
Sprint start date	06/05/2020
Sprint end date	12/05/2020

2) Individual key contributions	
Team member	Key Contribution(s)
Neumann, Vivien	Design Documentation Polishing requirements
Jiao, Haotian (Hallton)	Testing of features
Wang, Mingfeng (Foret)	Testing of features
Banes, Hayden J	GUI (+ requirements)
Tang, Zhenyu (tang)	Testing of features

3) User stories / task card
<p>Task Card 1: Open Issues:</p> <ul style="list-style-type: none">- Implement “ending of full game” in GUI (Sprint 10)- When a player left game, all of his assets should be returned to bank (leaveGame fun)- Open issues in the GUI:<ul style="list-style-type: none">- Need to be adaptive- Empty name should not be accepted- “Double!” should be removed when is the next player’s turn- Game Statistics should be implemented as a live updating function- Auction button is still missing- A full game should not have a countdown- Leave game feature is still missing- Game agent- Ranking system- The ‘Roll Dice’ button should be hidden when a player finished their rolling- Jail & Card

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- java.lang.ClassCastException: propertytycoongame.OpportunityknockCard cannot be cast to propertytycoongame.Property At
propertytycoongame.GameGUI.btnBuyPropActionPerformed(GameGUI.java:622)
- java.lang.ClassCastException: propertytycoongame.Jail cannot be cast to
propertytycoongame.Property at
propertytycoongame.GameGUI.btnBuyPropActionPerformed(GameGUI.java:622)
- When the number of release card is 0, please set the button unclickable. This more
close to the real.

Task Card 2: Testing

Priority: 2

Value: 8

- Built-in testing upon start up
- Tests basic functionality of all classes
- Report any issues via on screen prompt

Testing approach:

- **Everyone tests the features they have implemented during the sprints. The test cases are based on the requirements in the sprint documents**
- Documentation of the tests will be in the testing documentation for now

Task Card 3: Running the game without GUI (command based)

Priority: 2

Value: 10

- List of commands (User manual / readme file)
- Run tests from command line

Task Card 5: Design Documentation - depending on Kingsley's feedback

- Update big class diagrams
- Class diagrams

4) Requirement analysis

5) Design

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6) Test plan and evidence of testing

7) Summary of sprint

Current Status:

- **Foret:**
Player behaviours testing is almost finished except roll dice and then act as required. I think it is not a big problem., because all basic actions (e.g buy,sell,go to jail and so on) work well.
- **Hallton:**
 - All testing passed
 - Code documentations finished but not Javadoc
- **Hayden:**
 - Main issues are fixed. However, we decided to spend our remaining time on polishing the code base and doing the testing rather than adding the missing features in the GUI
- **Tang:**
 - Some tests can't proceed due to vision of code(e.g put in jail) and also the errors of roll dice
- **Vivien:**
 - Sprint documentation (apart from the testing sections) is done → **add test cases to the corresponding sprint document**
 - UML diagram
 - Export all meeting minutes, sprint documentation, project plan, etc as a pdf file
 - Create file tree

Open issues:

- Read me file (file tree and explanation for “how to run the game”)
- Video
- Report
- Peer assessment