Sprint 10

1) Summary	
Sprint leader(s)	Vivien
Sprint start date	02/05/2020
Sprint end date	05/05/2020

2) Individual key contributions	
Team member	**Key Contribution(s)**
Neumann, Vivien	Review sprint documentation
Jiao, Haotian (Hallton)	Adjust auction feature + Code Documentation
Wang, Mingfeng (Foret)	Ending of full game + Player testing
Banes, Hayden J	Running the game without GUI
Tang, Zhenyu (tang)	Testing

3) User stories / task card
Task Card 1: Ending of full game **Priority: 1** **Value: 9** Implement an ending of the full game: - There is only one player left and all other players have retired from the game due to bankruptcy or because they wanted to leave the game - All players have decided to leave the game with the agreement of the other players. All properties and funds are returned to the bank and become the property of the bank - (Abridged game only) Leaderboard of total assets **Task Card 2: Open issues** **Priority: 1** **Value: 10** - Auctioning: check whether each player has completed a full circuit - Specify GUI requirements

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Task Card 3: Testing - one sprint dedicated to testing
Priority: 2
Value: 8
- Built-in testing upon start up
- Tests basic functionality of all classes
- Report any issues via on screen prompt
- Test plan in sprint documents → add the testing approach in sprint document 1-4

Task Card 4: 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
- Sequence Diagrams for some of the features

	Requirements
4) Requirement analysis	
TC1: Ending full game	TC1-F1: When there is only one player left, the game shall stop and return that the last player is the winner TC1-F2: The players should be able to decide to leave the game voluntary TC1-F3: When all players end a game voluntary, there shall be a leader board which shows the winner

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5) Design

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6) Test plan and evidence of testing

7) Summary of sprint

Current Status Task Cards:
- **Ending of full game:** Code layer is finished, it's not implemented in the GUI
  - needs some help here - who did the start game? → Hayden
- Adjusting Auctioning is done
- **Testing**: it's not finished yet so it is pushed to the next sprint
- **Running the game without GUI** - Hayden?
- **Design Documentation:**
  - Missing class diagrams in sprint 2, 3 and 7
  - All sequence diagrams are done

Push to next Sprint:
- Implement "ending of full game" in GUI