

## Sprint 09

1) Summary	
Sprint leader(s)	Vivien
Sprint start date	29/04/2020
Sprint end date	01/05/2020

2) Individual key contributions	
Team member	Key Contribution(s)
Neumann, Vivien	Review sprint documentation
Jiao, Haotian (Hallton)	Code Documentation
Wang, Mingfeng (Foret)	Fix open issues
Banes, Hayden J	Fix open issues
Tang, Zhenyu (tang)	Fix open issues

3) User stories / task card
<b>Task Card 1: Fix open issues</b> <b>Priority: 1</b> <b>Value: 10</b>  <b>Priority:</b> <ul style="list-style-type: none"><li>• Check if players select the same game piece → Hayden</li><li>• Start game with less than two players → Hayden</li><li>• Get the price of upgrading the property (increase number of houses) → Hallton</li><li>• Duplicate methods throughout (See javadoc) →</li><li>• Current method for reading csv only works in netbeans → Tang</li><li>• Landing on jail does not send player to jail → Foret</li><li>• Passing go crashes the game (And might not award player 200) → Foret</li><li>• Dice method in player class does not work → Foret</li><li>• One player can still start the game → Hayden</li><li>• Blank name and same name players can be created → Hayden</li></ul>

## Sprint 09

### 4) Requirement analysis

### 5) Design

### 6) Test plan and evidence of testing

### 7) Summary of sprint

#### Current status Task Cards:

#### Open issues:

- Check if players select the same game piece → Hayden - done
- Start game with less than two players → Hayden - done
- Get the price of upgrading the property (increase number of houses) → Hallton - [done](#)
- Duplicate methods throughout (See javadoc) →
- Current method for reading csv only works in netbeans → Tang - done (need the changes of Foret to upload)
- Landing on jail does not send player to jail → Foret - done
- Passing go crashes the game (And might not award player 200) → Foret - done
- Dice method in player class does not work → Foret - done
- One player can still start the game → Hayden - done
- Blank name and same name players can be created → Hayden - done

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#### Reviewing sprint documentation:

→ testing plan is missing in all documents

#### Sprint 1:

## Sprint 09

- Improve Task Cards
- Adjust requirement analysis and differ between each task cards

### **Sprint 3:**

Auctioning:

Check whether each player has completed a full circuit→ Not yet

General things:

GUI requirements are missing

### **Sprint 6:**

Software Design is missing