COMP20050 Scrum Notes

Team: MVP

Assignment: Assignment One

ScrumMaster: Gerard Fogarty

Sprint Backlog

Task	Owner	Estimate	Due	Done?
Pool class	Joe D	3 hours	21/1	Y
Frame class	Edwin K	3 hours	21/1	Y
Player class	Gerard F	2 hours	21/1	Y
Tester class	All	4 hours	31/1	Y
Scrum notes	Gerard	1 hour	6/2	Y

Test Plan

Feature	Owner	Pass?
Player Tests: Test that both players names are set.	G. F.	Y
Checks that both players scores are set to 0	G. F.	Y
Checks that both players frame aren't the same	G. F.	Y
Checks that players scores are incremented properly	G. F.	Y
Frame Tests: Checks that frame can be empty	E. K.	Y
Checks frame is full	E. K.	Y
Tests checkFrameForWord method	E. K.	Y
Checks that frame can be decremented and refilled	E. K.	Y
Pool Tests: Checks that letters are initialised	J. D.	Y
Checks that pool can be emptied	J. D.	Y
Checks for no. of tiles in pool	J. D.	Y
Randomly removes tile	J. D.	Y
Resets pool.	J. D.	Y
Checks that frame can't be filled with an empty pool	J. D.	Y

Review & Retrospective Summary

Problem	Resolution	Lesson
At first tiles were stored as 26 tiles with different quatity variables as well as a score variable and warranted a while(true) loop to find a letter with quantity > 0.	It was changed to 100 tiles stored so a random tile could be chosen with ease.	Storing the tiles in a more simple matter allowed a much easier method of randomly selecting them to put them in the frames.
Before we had a select letter method which would choose a letter from the frame to be played later, this made it difficult when it came to actually playing words later on.	It was changed to a checkWord method which will take a string and check if it can be played from the letters in the frame.	By checking strings rather than checking letters it will help us later on in making the board class.

Class Diagrams – *Please see attached files ClassDiagrams.png*