

# COMP20050 Scrum Notes

Team: MVP

Assignment: 5

ScrumMaster: Joe

## Sprint Backlog

Task	Owner	Size(1-10)	Due	Done?
Find the letters on the board	MVP	3	FRI	Yes
Class for potential words	MVP	2	FRI	Yes
Find free space direction	MVP	4	FRI	Yes
Permute frame with found letter	MVP	4	FRI	Yes
Builder permuter class	MVP	6	FRI	Yes
Create an array list of checked potentials	MVP	3	FRI	Yes
Check out words built by accident	MVP	5	FRI	Yes
Play the best word!	MVP	3	FRI	Yes

**Class Diagram** – *Please see botClassDiagram.png*

## Test Plan

Feature	Owner	Pass?
Modify Scrabble.java for 2 bots	MVP	YES
Test Permutations Class	MVP	YES

### Review & Retrospective Summary

Problem	Resolution	Lesson
This assignment involved alot of logic	We worked on all sections of the assignment together as a Team in large coding sessions.	Collaberation on complex methods is very helpful. It also allowed us to complete this assignment quickly.
Working with Chris's code was initially difficult. Very different Methodology to our MVP_Scrabble	Establishing which elements of his code we needed to understand and which we could take for granted made our life easier.	Only read code that you have to. Treat other classes as black box's where you can expect an output for a given input
Its not really a problem, but as we built the bot, we established other features were needed that were not listed on in the scrum notes	We just aggressively wrote all features, without much of a plan. It became apparant that this assignment was about compromise. what words / play types were we prepared to let slip.	For the most part, this worked. Building non deteministic programs have many branches to explore, and none of them are wrong. Its a matter of trying to address them all.