

# COMP20050 Scrum Notes

Team: MVP

Assignment: 4

ScrumMaster: Edwin

## Sprint Backlog

Task	Owner	Size(1-10)	Due	Done?
<i>New Code:</i>				
Write Challenge Method in Scrabble	Ed	6	fri	Yes
Write Undo Last Turn Method in Scrabble	Ed	8	fri	Yes
Create Last Turn Object	Gerard	6	fri	Yes
<i>Old Code:</i>				
Add 'Challenge Command To Parser'	Gerard	2	fri	Yes
Populate Last Turn	Joe	4	fri	Yes
Remove Previous Auto Dictionary Checks	Joe	2	fri	Yes
Unobfuscate formerly terse code	Joe	2	fri	Yes
Allow for multipliers to be reset	Gerard	6	fri	Yes

**Class Diagram** – Please see *Ass4ClassDiagram.png* and *ProjectClassDiagram.png*

### Test Plan

Feature	Owner	Pass?
Check Last Turn is Populated Correctly,	Team	Yes
Search the Dictionary Correctly	Team	Yes
Make Sure a turn is undone Correctly	Team	Yes

### Review & Retrospective Summary

Problem	Resolution	Lesson
Only a few methods were needed for this class as alot of the dictionary code was pre-existing, dividing of the work was difficult,	Methods were modularised more aggressively than potentially nessecary. As a result, the code is very clear and readable.	Sometimes imperitive modular code can be more readable than dense functional code.
After assigment 3, the implications of some return values of methods were unclear.	We implemented constants such as Consts.TURN_FINISHED.	Again, readable code is great.