COMP20050 Scrum Notes

Team: MVP

Assignment: 3

ScrumMaster: Joe

Sprint Backlog

Task	**Owner**	**Size(1-10)**	**Due**	**Done?**
New Code:				
Define Roles of UI and Scrabble classes	Team	5		Uh huh
Create GameLoop	Joe-Ed	6		Uh huh
Create Parser	G	8		Uh huh
Create GameOver	Ed	6		Uh huh
Create Players	Team	2		Uh huh
Get Scrabble class to talk to pre-existing classes	Team	4		Uh huh
Create a Turn Class	Joe	2		Uh huh
Amending old Code:				
Finish score calculation (adjacent words)	Joe	8		Uh huh
May need to handle pool/Frame empty	Ed-G	5		Uh huh
Loads of String Constants to make	Team	4		Uh huh

Class Diagram – *Please see Ass3ClassDiagram.png and ProjectClassDiagram.png*

Test Plan

Feature	**Owner**	**Pass?**
Input is parsed to a Turn and word placed correctly		yup
Assert: Score is correct for conventional word placement		yup
Assert: Score is correct for adjacent word placement		yup
Assert: Score is correct for all suffixes		yup
Assert: Score is correct for all prefixes		yup
Help, Exit, etc work		yup
Invalid input handled		yup

Review & Retrospective Summary

Problem	**Resolution**	**Lesson**
Old Code wasn't sufficient for features nessecary.	Alot of old code, especially the board class, was re-written to include 2 new types of errors and to calculate the scores of adjacent words, (as well as the pre-exisiting code for played words scores)	Ìts some times nessecary to scrap old ideas and implementations to move forward with a project
Boolean Flags are a hidious way of designing algorithms.	Through clever error handling, boolean flags were pretty much eleminated from the entire project.	Solid error handling makes for elagant code.
Typing in input everytime was a PAIN so an input file was made, and we used this for testing	System.in was re-directed to an input file	Spending a little extra time building a helper method or two, saves time in the long run.
Board was not a correct level of abstraction, it was been passed too much information	Alot of board was copied to the Scrabble class	Correct representation of Objects is a nessecity in OOD