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 |