COMP20050 Scrum Notes

Team: MVP

Assignment: 4

ScrumMaster: Edwin

**Sprint Backlog**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Owner** | **Size(1-10)** | **Due** | **Done?** |
| *New Code:* |  |  |  |  |
| 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 |
|  |  |  |  |  |
|  |  |  |  |  |
| *Old Code:* |  |  |  |  |
| 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 agressively 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. |
|  |  |  |
|  |  |  |