Project Plan Document

COMP20050

HEXOUST PROJECT

By GROUP 13:

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1. Project objective

The objective of this project is to create a functioning version of the game called "Hexoust" that respects all the functional and non-functional software requirements. This is a turn based game that can be played by two people. Each player is represented by a color: blue or red. The goal of this game is to eliminate all the opponent's pieces from the board. There is no possibility of drawing in a match.

2. Technical information

- **Programming languages**: Java
- **Version control**: GitHub
- **Designing tools**: draw.io
- **Additional tools and programs**: IntelliJ and VS Code (Java IDEs), Google Drive and Word/Google Docs (for shared access and editing space to project's documentation) and Trello (task and time management)

3. Project milestones

- Submission Software Architectural Design and Project Plan - **10 February** 2025
- Submission Sprint 1 - **23 February** 2025
- Submission Sprint 2 - **09 March** 2025
- Submission Sprint 3 - **06 April** 2025
- Submission Sprint 4 - **20 April** 2025
- Submission Final project -**05 May** 2025

4. Responsibilities

- Chairperson: Laura González Calleja
- Scribe: Federica Fucetola
- Timekeeper: Cian Latchford

5. Communication Plan

- ○ **Communication tools**: Whatsapp and emails for quick exchanges of messages, as well as Google Meet and in-person meetings.
- ○ **Status reports**: Frequent updates on the project's progress, both online and in-person

6. Development plan

1. **Sprint 1**:
   a. **Display board** (**SR1**): display the layout of the board
   b. **Display turn**: display the color and the sentence that indicates the current player's turn
   c. **Exit game**: allow player to end the game at any point
   d. **Player information**: ask the players to insert their names and the color they want to be

2. **Sprint 2**:
   a. **Place stone on the board** (**SR2**): feature that allows the player to place a stone on the board (by clicking the cell)
   b. **Non capturing** move and **opponent's turn message** (**SR2.2**): display the sentence that indicates the turn of the player ended (because of a non-capturing move was made) and it's now the other player's turn
   c. **Invalid place for stone error** (**SR4**): display error message in the case the player tried to make an invalid move

3. **Sprint 3**:
   a. **Capturing move** (**SR 3.1**): allows the player to make a capturing move and the board removes the opponent's pieces affected by the move
   b. **Capturing player's turn**: after the player makes a capturing move, display that it's their turn again (until a non-capturing move is made)

4. **Sprint 4**:
   a. **Winner message** (**SR5**): display the name and the color of the winner

7. Conclusion: success of the project

To guarantee the success of this project, the following guidelines should be followed:

- The sprint and project should be always completed within established dates
- In case of issues of any kind, communicate promptly with team leader and team members to fix the situation as soon as possible to avoid setbacks and bigger problems in the future
- Meet all the functional and non-functional requirements specified in the "*Software Architectural Design Document*" and in the more general outlines of the project given by the stakeholder
- Get a positive user (stakeholder) feedback