CS 1530—SPRINT 2 DELIVERABLE

Due: February 15, 2017

Project Link: <https://github.com/Ryo112358/CS1530_Hnefatafl>

Team: Pessimistic Estimator

Stephen Pappas (Scrum Master) | GitHub: @sdpappas

Steven Roomberg | GitHub: @sroomberg

Pulkit Mittal | GitHub: @Ryo112358

Henrique Machadoh | GitHub: @machadoh

User Stories (and reasonings):

1. Owner: Steven Roomberg  
   Points: 8  
   Description: Piece movement.  
   Reasoning: For this sprint, we were directed to implement movement functionality. This was pointed for 8 points as we were unsure of the amount of logic involved in piece movement.  
   Defects: N/A
2. Owner: Stephen Pappas  
   Points: 8  
   Description: Make separate turns and add turn designator.  
   Reasoning: Even though we were not specifically required to implement valid moves, we decided our game was ahead of schedule and therefore developing a turn designator (which managed valid moves) was not premature. This story was pointed for 8 points as we needed to determine a way to store and track valid tiles which a piece could move to.  
   Defects: N/A
3. Owner: Pulkit Mittal  
   Points: 8  
   Description: Refactoring save function to simplify user input.  
   Reasoning: Prior to this sprint, our save button functionality was bug-ridden. Ergo, Pulkit was tasked with refactoring the save functionality. This story was pointed for 8 points as the entire save game functionality needed to be refactored.  
   Defects: N/A
4. Owner:Pulkit Mittal  
   Points: 4  
   Description: Piece capturing.  
   Reasoning: As our game is ahead of schedule, and because we were implementing valid movements, we decided to implement piece capturing. This story was pointed for 4 points because we saw the capturing functionality as simpler than movement.  
   Defects: We could not get this to work correctly so the code for piece capture was never committed to the master branch during this sprint. We will carry this over to the next sprint.
5. Owner: Henrique Machados  
   Points: 1  
   Description: New game functionality.  
   Reasoning: For this sprint, we were directed to implement new game functionality. This functionality was already implemented and only a button needed to be added and tested. Therefore, we pointed this story for 1 point.  
   Defects: N/A
6. Owner: Henrique Machados  
   Points: 16  
   Description: Develop unit tests for computational methods. As we created new functionalities throughout the course of this sprint, Henrique developed unit tests for the computational methods. As these tests were developed with each new computational method, we pointed the story for 16 points.  
   Defects: N/A

Sprint Description:

For this sprint, we were tasked with implementing basic game functionality, writing/refactoring clean and commented code, and developing unit tests for our computationally-based methods. Specifically, we were to develop the following:

* New game functionality
* Basic movement (legal or illegal moves were valid)
* Turn designation
* Commented code
* Unit testing for computational methods
* Refactoring our code to be of higher quality (e.g., try to separate computation from display, good method/variable names, code is easy to understand, etc.)

Moreover, we sought to go beyond these assigned tasks as we believed our game to be ahead of schedule compared to expectations. Therefore, we also determined it valid to act on the following development goals:

* Implement valid movements in regards to turn designation
* Add piece capturing

While we able to implement and verify the validity of piece movements in the turn designation, we were unable to correctly implement piece capturing and therefore chose to carry this story over to the next sprint.

Defects:

Overall, we did not find any defects in our software. The only functionality we were unable to implement was piece capturing. We expected this to work as outlined by the rules of Copenhagen to capture a piece of the opposing team if your team surrounded said piece on two sides. Unfortunately, this functionality never worked correctly, regardless of the steps we took to reproduce the errors we received. For these reasons, we decided to carry this story over to the next sprint and attempt to add piece capturing into the following deliverable.