Project Plan

Iteration 1: Covered a lot of functionality, but started off a little behind: did not have GUI working with internals, and did not have many functions in internal classes.

Iteration 2: Must be able to cycle through turn phases with basic cards, crash gems, and successfully buy cards in shop phase

Iteration 3: Chug out as many puzzle type cards as possible

Iteration 4: Chug out as many Character chip cards as possible

Iteration 5: Add winning conditions, and height bonus

Iteration 6: Ongoing effects and Conditional effects (or cards that weren’t implemented)

Iteration 7: Panic Time, and Running out of chips rule

Iteration 8: improving game modes, or improving GUI

Iteration 9: Left intentionally blank in case of dire need to stretch one iteration into two

Code Coverage Tool: eCobertura plugin for Eclipse

Current Code Coverage: as of 8:09 pm before meeting, total is 52%