

Project Plan - COMP20050

<i>Sprint</i>	<i>Features</i>
1	<p>a) Implementation of the gameboard (functional part included i.e. hexagons represented as buttons)</p> <p>b) The setter gets to choose where to place the 6 atoms (Click 1 of 54 buttons = atom placed)</p> <p>c) Option for developers to check if the coordinates of the atoms have been correctly stored. GUI check included (button revealing the position of the atoms)</p>
2	<p>a) Implementation of the rays following simple paths such as:</p> <ul style="list-style-type: none">- no atom- direct hit- 60 degrees deflection
3	<p>a) Implementation of the rays following more complex paths such as:</p> <ul style="list-style-type: none">- 120 degrees deflection- 180 degrees deflection (reflection)- more complex paths involving >2 atoms. <p>b) Implementation of atoms at the edge of the board game.</p> <p>c) Option to display the result of a <i>ray</i> (display of the markers). I.e.: absorbed, reflected etc.</p> <p>d) When all paths have been solved, a score system needs to be implemented.</p>
4	<p>a) A feature allowing the experimenter to end the round providing the hypothesised position of the atoms.</p> <p>b) A feature allowing the 2 users to see the final result of the game and the original position of the atoms.</p>