

## Sprint 5

1) Summary data	
Team number	37
Sprint technical lead(s)	Nichlas Pihl
Sprint start date	23/04-2021
Sprint end date	27/04-2021

2) Individual key contributions	
Team member	Key contribution(s)
Nichlas Pihl	All of it

3) User stories / task cards
<i>This sprint will finish off sprint 4, as that was not completed on time</i>
<i>In particular, points 3 and 4 need to be finished, and design goals 2 and 3. All other documentation is kept the same as last sprint to provide a better overview</i>

4) Requirements analysis
<p>This sprint will finish up the gameplay aspect of the game, and so several main points are required.</p> <ol style="list-style-type: none"><li>1. Game setup needs to distribute cards between players and select murder cards.</li><li>2. Game needs a coherent turn system, with any actions being done during a turn being done by the right player</li><li>3. Game needs the current player to be able to look at their detective journal and their cards</li><li>4. Game needs to support accusations/guesses, and use the right logic in terms of pulling people into rooms.</li><li>5. When guessing, players need to be able to choose which card to show without cheating, either by looking at other players' cards, or by saying they don't have any.</li></ol>

## 5) Design

Most of this sprint is back-end stuff, except for 5 key features:

1. Dice rolls. Just let two dice flash on screen changing numbers every few frames, and when the player presses stop, stop.
2. Detective journal. Should be a journal button in the top left that the player can click on to open a journal to write in, similar to the detective cards in the board game.
3. Card folder. In the top right, an icon consisting of 3 cards should open up a screen with all the player's cards, so they can see which ones they have.
4. Accusing/guessing. Doing that needs to show all cards of a certain category, and let the player pick one to guess/accuse
5. There needs to be a "it's player X's turn" screen, that only goes away when the player presses, so that guessing (for example) can easily switch between players

## 6) Test plan and evidence of testing

*No unit testing is planned, systematic testing will take place during coding.*

## 7) Summary of sprint

All parts of this sprint have now been completed.

UI elements for both the journal and the hand of cards (requirement 3) has been implemented in-game. Requirement 4 is also complete, and supports guessing out of rooms.

Design goals 2 and 3 are done. The UI has a button in the top left to open the journal, and the top right to open your folder of cards.

All other goals were completed in the last sprint.