Sprint 2

1) Summary data	
Team number	37
Sprint technical lead(s)	Nichlas Pihl
Sprint start date	25/02-2021
Sprint end date	5/03-2021

2) Individual key contributions	
Team member	**Key contribution(s)**
Nichlas Pihl	Creating a representation of the cluedo board.

3) User stories / task cards
The client requires the game to be a playable version of cluedo, which necessitates a gameboard which can be moved around. The board would, as a real game of cluedo, require multiple different rooms, tiles, doors, ladders/tunnels, as well as pieces to move around the board. *The client also wants the board to be modifiable.*

4) Requirements analysis
At the end of the sprint we should have a board in-game, which the user can move around. The board should contain all of the following: 1. Tiles to step on. Fairly obvious, need to contain logic to make sure no two players can step on the same tile. 2. Rooms to enter. Fairly obvious as well. Need to have logic for the user to make accusations/guesses, but that will be done in a later sprint. 3. Doors need to lead to rooms, and rooms need to lead to the tiles next to doors. 4. Ladders/tunnels need to lead to each other. 5. To allow for later modification of the board (which will be done in another sprint), the format of the board should be taken from a textstring. The actual board image should be irrelevant to the internal representation, and should just be drawn over the board.

5) Design

For this, we need a game screen (like the menu screen), as well as classes representing boards, tiles, rooms, etc.

All forms of tiles will need to inherit from tiles, and use the *canEnter* and *onEnter* methods to override behaviour. Doors will need to use it to enter rooms, tunnels will move to each other, etc.

Additionally, there needs to be *some* representation of the player, although a small coloured circle is fine.

6) Test plan and evidence of testing

No unit testing is currently planned for this sprint, but systems testing should take place before its over to identify potential issues with movement, tiles, rooms, etc.

7) Summary of sprint

Work wasn't finished on time, as coursework for other modules took precedence.

Most of the back-end was done, with just secret passages and doors missing implementation.
No front-end work was done, as that required the back-end work to be done first.

Complete moddability of the system was completed, both in terms of graphics and board layout. A guide to modding the system was included. In terms of the requirements listed in part 4:

1. Done
2. Mostly done, lacks interpretation of doors and passages
3. Mostly done, lacks interpretation of which door to lead to
4. This was a mishap on my part, I was thinking of secret passages, which are included in 3
5. Done