

Sprint 4

1) Summary data	
Team number	37
Sprint technical lead(s)	Nichlas Pihl
Sprint start date	31/03-2021
Sprint end date	05/04-2021

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

3) User stories / task cards
<i>This sprint will be to finish up the actual "game" part of the game.</i>
<i>This means this sprint will deal with points 4 through 11 of the specification, pertaining to game setup and game playing.</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">1. Game setup needs to distribute cards between players and select murder cards.2. Game needs a coherent turn system, with any actions being done during a turn being done by the right player3. Game needs the current player to be able to look at their detective journal and their cards4. Game needs to support accusations/guesses, and use the right logic in terms of pulling people into rooms.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.

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

Not fully done, as a total rework of how the game keeps track of gamestates was required.

Requirements 1 and 2 are fully complete, with 4 being partially done, still missing a response to the guess. Requirements 5 is contained in 4, and 3 has not been begun.

Design goals 1 and 4 are done, design goal 5 was scrapped as it's not strictly necessary outside of the guessing/response, and 2 and 3 are yet to be begun