Sprint

1) Summary data	
Team number	37
Sprint technical lead(s)	Nichlas Pihl
Sprint start date	28/03-2021
Sprint end date	30/03-2021

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

3) User stories / task cards

This sprint will be a continuation of sprint 2, as sprint 2 was not finished on time.

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 has taken place, but surface-level testing of moving around the board has taken place. Additionally, the 5th requirement stated in part 4 has been tested extensively, as I accidentally made the board 1 too short, and so I was acutely aware that it functioned just fine in spite of it, and supports dynamic sizing of the board

7) Summary of sprint

1. Done
2. Done, accusation/guessing is to be done in a later sprint, but the rooms themselves are done
3. Done, rooms can only be entered through passages/doors. Logic for moving out of rooms is to come in the next sprint
4. These don't exist, I was thinking of passages. Passages do connect to each other.
5. The board can be completely modified, and the game will cope just fine.