

Sprint 6

1) Summary data	
Team number	37
Sprint technical lead(s)	Nichlas Pihl
Sprint start date	27/04-2021
Sprint end date	28/04-2021

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

3) User stories / task cards
<p>This sprint is to finalize the game mechanics itself, by adding a menu for the players to choose which characters to play as, and how many computer players to have, etc.</p> <p>While this isn't an explicit requirement in and of itself (and directly contradicts the basic functions of clue, where you're normally assigned a character based on proximity, this is more user friendly and is also necessary in order to decide how many players and of which type there are.</p> <p>Additionally, the user has requested two additional tiles to be added to the game; One to roll again, and one to get a free suggestion. Both of these should be implemented</p>

4) Requirements analysis
<p>This sprint has two requirements, the making of a new menu, inbetween the game and the main menu, as well as the implementing of the two new tiles.</p> <p>This menu should have 6 fields for characters, with each character having a choice for being a player or a computer.</p> <p>Each field should ideally allow you to choose which character you want to be, although being assigned a character is perfectly in line with clue! Rules</p> <p>The two new tiles should be trivial to implement as the underlying logic is already present in the game, all that needs to be implemented is the tiles themselves</p>

5) Design
<p>The screen should be a new class extending the Window class. It should have 6 cards on the screen, with options below it to choose whether each should be a player, an AI, or absent.</p> <p>The tiles should be interpreted as all others are, using the modular boardgame system.</p>

6) Test plan and evidence of testing
<i>No unit testing is planned, systematic testing will take place during coding.</i>

7) Summary of sprint
<p>The new game menu has been implemented, although one thing has been changed from the concept. Instead of having two checkboxes there's 3, allowing the user to select a "none" option for each player.</p> <p>Additionally, both of the new tiles were implemented functionally, and have been tested to make sure they worked. One balance issue noticed is that you can leave a free suggestion tile and then go back to have another suggestion. An email has been sent to Mr. Raffles to ask whether that should be "fixed".</p>