

# Milestone: Implementation

## OVERVIEW

During this milestone, you will:

- Deliver the implementation of the card game
- Update tests to accommodate implementation changes.

## SPRINTS

The milestone will be completed in two 2-week sprints. Sprint activities are completed as a team.

### Sprint 1

1. Merge the tests from the master repository into your team repository.
2. Implement the Model classes to pass the unit tests.
  - a. Update tests as needed.
3. Replace the Model mocks in the testing suite with the implemented Model classes. Ideally, this should mean changing the object used in the testing of the Controller(s).
  - a. Update the Controller(s) as needed.
4. If mocks have their definitions in the source code file, move the definition to a header file in the `test` directory.

#### Sprint Grading

The sprint will be graded on the following criteria:

1. Implementation of Models [25 marks]
2. Updating of tests to use implemented Models [15 marks]
  - a. Code coverage of Models and Controller near 100%.
3. Build passes on GitLab [10 marks]

### Sprint 2

1. Implement the View class(es).
2. Perform system level testing.
3. Complete any other tasks needed to deliver a high-quality product. This may include:
  - a. Bug fixing for error-checking and robustness.
  - b. Update the design documents as needed.
  - c. Update documentation of classes, methods, and attributes.
  - d. Cleaning up repository organization.

#### Sprint Grading

1. Implementation of View classes [20 marks]
2. Delivery of a high-quality product [20 marks].
  - a. A robust and playable game
  - b. Design documents match implementation
  - c. Source code documented.
  - d. Repository well organized.
3. Build passes on GitLab [10 marks]

**MILESTONE DELIVERABLES**

Sprint 1	Implementation of Models High code coverage of Models and Controller(s) Passing pipeline on GitLab
Sprint 2	Implementation of View(s) Delivery of a high-quality product. Passing pipeline on GitLab