

HARPAL HOME

BINARY RACE GAME F09

GAME DESCRIPTION

A simple updated description of the application should be placed here

SOURCE CODE

links to source model, tests etc.

PROGRESS

Create a [ProgressLog](#) for reporting groups present and past activities. This should be used to help coordinate your work, help in checking your estimates, and later during retrospection.

2 WEEK ITERATION (WORK UNITS BUDGETED 28)

We arrived a figure of 28 work units by estimating the number of ideal work hours each programmer can dedicate to this project on a weekly basis (10), and by adjusting for an initial velocity of 70%.

$10 \text{ hours/week} * 2 \text{ programmers} * 2 \text{ weeks} * .7 = 28 \text{ hours}$

Work units: 28

Status Codes

S - split, P - in progress, c - completed?, CC - confirmed completed, R - risky?
N - next (put off to near future), D - discontinued/distant future, U - unclassified

Priority Scale

Lower is Better (10 - High, 30 - Med, 50 - Low)

The stories are entered here. The originals come from the handout but the numbers are multiplied by 10 (to allow for splits). You may create/link to other pages to elaborate on details. For instance you might want a page to describe tasks or you might start by placing some of that information in the [ProgressLog](#)

STORIES

ID	Status	Title	Description	Estimate	Priority
010	S	Show Game	Visualizes board, dice and game pieces	-	-
011	-	Show Board	Visualizes "Play Region"	3.5	- 10
012	-	Show Game Visualize "Control Region 1" and "Control Region 2"	Visualize "Control Region 1" and "Control Region 2"	2.5	-
013	-	Show Status Area	Visualizes "Status Region"	1.5	- 15

020 -	Roll Dice	Lets user roll dice but only at proper time	2.5	- 15
030 -	Piece Selection/Apply Roll	User can select proper piece only, roll value is applied to that piece.	3.5	- 12
040 -	Update Board	Repaint board with current model.	(2.5)	- 10
050 -	Track Current Turn	System understands which players turn it is.	2.5	- 20
060 -	Roll Again	System understands the conditions in which a 2 player can roll again.		- 20
→ 070 - S	"Crashed" Pieces	Crashing of opposing pieces causes the stationary to move back to home position.	2.5	- 20
080 -	Win Case	System capable of evaluating the model data to determine winner after each successful move.	1.5	- 30
090 -	Pass Turn	A user may forfeit their roll and pass their turn to the next player.	2.5	- 30
100 -	New Game	User able to start a new game during any state.	1.5	- 12

CUSTOMER QUESTIONS

Note: Story #3 implies Story #4

QUESTION:

We have noticed that there is a possibility of a "dead lock" situation in the game wherein all players are required to "pass" the move. This may occur if every pawn ("in play") is moved to the further extent possible without a collision. In such a case, every user will be required to "pass" and no user will be permitted to move. Should we implement avoidance/detection measures?

RESOLUTION:

The customer has clarified that the pieces continue to move around the outer edge of the playing area if the player has not yet been involved in a collision.

QUESTION:

What should we do when player wins a game? (i.e. should the user be prompted to play again?, should the winner just be announced and then wait for user input? or should there be options to quit or play again?, etc.)

071 - crashing causes stationary pawn to move home
072 - user can select piece to collide - (2.5)