**SOFTWARE ENGINEERING G6046**

**Agile process model**

**APPENDIX A: SPRINT DOCUMENTATION TEMPLATE**

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| 1. **Summary data** | |
| Team number | 31 |
| Sprint technical lead(s) | Nguyen |
| Sprint start date | 18/03/21 |
| Sprint end date | 30/03/21 |

*The technical lead may vary from one sprint to the next. This is down to how you collectively organise your team.*

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| 1. **Individual key contributions** | |
| **Team member** | **Key contribution(s)** |
| Benson Oreoluwa | Person Class, Room, Accusation |
| Doan Tran Khoi Nguyen | Accusation Class, Room Class, Person Class |
| Dong Giulia | Room Class, Person, Accusation |
| Nanthakumar Rashnah | Documentation, Room, Person |
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| 1. **User stories / task cards** |
| As the customer, me Quentin Raffles require the player to be able to make an accusation when they know the 3 murder cards. Once the accusation is made the player examines the cards in the murder envelope without being seen by other players. A player can only make one accusation and if it is incorrect the murder cards are returned to the murder envelope. The player does not have further turns in the game but still remains as a player so no need to be removed. Additionally, remember that when the player reaches a room, they can call out a suggestion by calling any other person and weapon in that room. When the suggestion is made, starting from the current player’s left, they must show the only one of those cards to the current player. If the player on the left isn’t able to show a card then then we move to the left until a player is able to show a card to the current player. |

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| 1. **Requirements analysis** |
| -The player shall be able to make an accusation when they know 3 murder cards -Once the accusation is made, the player shall see the cards in the envelope  -If the accusation (which can only be one per player) is incorrect then the murder cards shall be returned to the envelope -The player with the incorrect accusation shall not be removed  -The players shall be able to call a suggestion by calling any other person and weapon in that room -The player shall be able to enter and exit a room -When the suggestion is made (starting from the player’s left), the cards can only be shown to the current player. |

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| 1. **Design** |
| Class diagrams:  -diagram slides: <https://docs.google.com/presentation/d/1m6xKxwepNhOG-nUn04sDi7jV1_lE7m7-Ohylng2uweg/edit?usp=sharing>  - UML diagram slides: <https://drive.google.com/file/d/1R_Fnnf0VAbjEONQCqgs3wVpjpwTPeTN7/view?usp=sharing> |

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| 1. **Test plan and evidence of testing** |
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| 1. **Summary of sprint** |
| *This sprint was particularly hard to deal with. The two first sprint are the ones the team had planned out to be the ones centred around the main code (other than the interface, the next sprint will cover that). This is the sprint that particularly cover the ability to make an accusation and suggestion. We were able to do this via the accusation class, but there were issues with the original Play Class which was then put into the CluedoWindowGameLaunch class. There are still a few minor missing features that are still being worked on and will be added in the next sprint. Particularly we weren’t able to produce code for the dice and suggestion features. These will be made in the next sprint.* |