**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 | 30/03/21 |
| Sprint end date | 20/04/21 |

*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 | Code help |
| Doan Tran Khoi Nguyen | GUI interface, fixed joint code |
| Dong Giulia | Testing, API |
| Nanthakumar Rashnah | Documentation, testing |
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| 1. **User stories / task cards** |
| As the customer (I, Watson Games) expect you to make an electronic version of the classic Clue! Game which possibly offers board customisation by the user. This version should be for desktop machines and ideally should be playable on both Mac and PCs (if difficult PC development should be preferred).The game should be fun to play and have a colourful and intuitive interface that reflects the spirit and character of the original board game. A game player agent should be added so that they can take the role of 1 or more of the players. This way a limited number of human players are allowed to enjoy the game but it also allows for fully autonomous play. The game player agent should be able to play the game to the same extent that a human player would. It would roll moves, make suggestions and an accusation. You need to ensure that your simulations has: means of uploading initial data, means of monitoring the performance of the simulation, a means of being tested. Player may not retire from the game. Remember that some information needs to remain private between players. |

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| 1. **Requirements analysis** |
| -Game should offer board customisation by the user. -Version shall be for desktop machines (preferably on PC) but should also be playable on Mac. -The game should be fun to play and have a colourful and intuitive interface that is similar to the original board game. -There shall be a game player agent. -The game player agent shall be able to play the game as a human player would.  -The game player shall roll moves, make suggestions and an accusation.  -The simulation shall have means of uploading initial data, means of monitoring the performance of the simulation and a means of being tested.  -Player shall not retire from the game. -Some of the information shall remain private between the players. |

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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>  Initial sketched plan for the button:    Interface process: |

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| 1. **Summary of sprint** |
| *The result of this sprint was supposed to be a playable interface which is what the team achieved. The interface of the game is colourful and intuitive and reflects the original Clue! Board design. The player is able to roll the dice and make moves, make accusations and make suggestions, therefore the main requirements have been fulfilled and the features that we weren’t able to complete in the previous one, have been completed in this one.* |