**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 | 20/04/21 |
| Sprint end date | 29/04/21 |

*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 | Accusation class |
| Doan Tran Khoi Nguyen | Interface, Level |
| Dong Giulia | Dice class, accusation |
| Nanthakumar Rashnah | Documentation, testing |
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| 1. **User stories / task cards** |
| Me, Quentin Raffles as a customer had a further discussion with the National Clue! Society and we have now decided that we would like to formally add the requirement for the “roll again” and “have an extra suggestion” options. Both features would be triggered when a player lands (i.e. ends movement) on a non-room board space marked with an appropriate logo. The option cannot be exercised on multiple successive turns (i.e. by rolling and opting to stay where you are). There should be no more than 3 such square for each feature located randomly at positions across the board. These positions should be selected randomly at the outset of a game, and remain fixed in location for the duration of the game. The random positions may be different from one run of the game to the next. Both should be regarded as desirable, but not essential, requirements |

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| 1. **Requirements analysis** |
| - New extra features should be added: “roll again” and “have an extra suggestion” -The features should be triggered when a player lands on a non-room board space marked with an appropriate logo -The option shall not be exercised on multiple successive turns  -There should be no more than 3 squares for each feature located randomly at positions across the board.  -The previously talked about position, should not be selected randomly at the outset of a game and should remain fixed in location for the duration of the game. |

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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** |
| * *Everything that we planned to achieve was overall completed.* |