Sprint One

Overview

**Sprint objective:** To build a very basic MVP

**Technical lead:** Tim

**Commence date:** 13th Feb

**End date:** 23rd Feb

Key contributions:

| Coding & high level design | Tim Bartlett |
| --- | --- |
| GIT Setup, Sprint Documentation | Ben Foard |
| Human & Unit testing | Fatema Alaali |
| Coding & high level design | Owen Gibson |
| Class diagrams/low level design (by Thursday). High level design with coders | Youssef Derouiche |

User stories:

* The game loads straight in without menus
* No dice needed
* 2 territories represented on screen, player 1 has one and player 2 has one
* The game assumes 2 human players are playing, begins with player 1’s turn
* The game has the turn stages built (deploy, attack, move)
* Troops are automatically allocated at start
* Each territory has 5 troops to start
* In any battle (defence or attack) Player 1 wins

Requirements analysis:

* The turns cycle is built, perhaps as own class
* The territory system is built, currently as a hard-coded 2 but with room to grow
* Troop class built
* Very basic, barebones UI needed, this will ultimately change so minimal time spent
* Win condition/basic end screen
* Attacking system built
* A temporary deploy and move stage is needed for the turn cycle but in practical terms it does nothing but present a continue button

Design

Youssef by Friday AM

Test plan and evidence of testing

Unit by Fatema for Tuesday.

Human by Fatema, Owen, Tim for Tuesday.

 Summary (completed post-sprint)

* Objective outcome?
* What went well?
* What did not fo well?
* Aims for next sprint
* Customer feedback for current and next sprint?