Sprint Two

# Outline

Objective: To create a more ‘playable’ game with working dice, troop movement and fortification as well as more territories to invade.

Technical lead: Tim & Owen

Commence date: 27th Feb

End date: 8th March

# Roles

Tim: Code

Owen: Code  
Fatema: Testing

Youssef: Design

Ben: Documentation

# End of Sprint One screenshot

# A screenshot of a game Description automatically generated

# Requirements analysis

Flesh out the phases so a player deploys ‘troops’, attacking works with dice, fortify troops

2 more territories, total 4

Territories can ‘switch’ allegiance in the context of the ‘landowner’ losing a battle.

Battles can be lost. Player 1 no longer always wins (re: dice).

One dice for now but built for multiple.

Displayable territory names

Chose which country to attack

Design

Deadline for design: EOD Sunday

Test Plan

Summary