The Scrumbags

CS 1530

Prof. Laboon

June 8, 2017

Sprint 2 Write-up

For the second sprint in our Oakland Oligarchy, the Scrumbags began by discussing our thoughts on the first sprint within our in-class exercise. Sprint 1 went very smooth for our team so we did not want to make any drastic changes to our plan, however, we did have several changes that we chose to implement. We decided to establish some better planning up front and also chose to focus a little bit more on our testing process. With these changes made we were able to achieve a successful sprint and further our progress toward a fun and successful game.

One of the issues that we encountered in this past sprint is the ability for our code to scale. As the code has piled up in creating our project, we had several minor problems with altering classes that were depended upon by other classes. Through strong communication we were able to fix these problems quickly. This issue was something that we were able to overcome, and it is now an issue that we are more knowledgeable of and sensitive to while moving forward.

Another change that we were sure to implement in this sprint was the use of branching. In sprint 1 we were able to get away with only using a master branch, however at this point, branching is a very necessary step. Not only has branching allowed for us to better practice code reviews before merging, but it also allows for us to work on our individual tasks in a more static code environment before pushing to the master branch.

The main goals for this past sprint were to allow the user the ability to roll the dice, move around the board, and buy/sell/rent properties. These goals and objectives were all successfully added. Not only have these fundamental features been added, but also our game board has been greatly improved with player icons, and property colors.

The basic and most fundamental features of our game are up and running after this past sprint. In my opinion, we have made another strong step in the right direction. We have the core values of our game created, and also taken the time to advance and better our user interface that was originally created for the previous sprint. With these additions to our game, we are well on our way to completing a properly working and fun Oakland Oligarchy game.