Regional Scrum Gathering, Belgrade 2021

Problem Decomposition Techniques
for the Agile World

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Source code available at GitHub:

https://github.com/zoran-horvat/
conf-scrum-gathering-2021

Defining Requirements

Story Board

User story 1:
Implement computer player, so that user can play against the computer.
DoD: Computer plays intelligently against human player

User story 2:
Model interactive players explicitly.
DoD: Nothing changed
DoD: Game displays human players

User story 3:
Model trivial computer player.
DoD: Computer makes moves

User story 4:
Implement intelligent computer player.
DoD: Computer plays intelligently

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User story 5:
Switch players after restart.
DoD: Order of players changes on restart

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User story 6:
Improve performance of the minimax player.
DoD: Game runs faster

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User story 7:
Randomize computer player's moves.
DoD: Computer plays differently every time

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User story 8:
Make computer player more aggressive.
DoD: Computer plays center when possible

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Questions?

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