

Name	ID	Owner	Description	Implementation Details	Priority	Effort
logic of Board	1.1	XXX	As a user, I want to have a formal Chinese chessboard so I can put chess on the board.	Using two dimension Array to represent a chessboard, each position may or may not contain chess depending on game status. Print the chessboard on the "Run" window.	5	2
logic of Chess	1.2	XXX	As a user, I want to move chess on the board.	we need to create an abstract chess class or interface and complete corresponding actions for different chess pieces, for example killing the opposite player's chess, moving chess, and other actions. In this phase, achieve control of chess only by keyboard input.	5	3
Player1 V.s Player2	1.3	XXX	As a user, we want at least and most 2 players to play this game.	Create a Player class that has two factions respectively for Player1 and Player2. so we can easily identify who is moving chess and so on.	5	2
Visualization of Chess-board and chess	2.1	XXX	As a user, we should be able to see the game in a larger window with a real chess-board and chess image. <sup>3</sup>	Use JavaFX to create a window to show the board and the chess on it. And also chess image changes position as the game progresses.	4	4

Different Language	2.2	XXX	As a user, I want both Chinese and English speakers could play this game for purpose of accessibility.	Based on the input of Player1 and Player2, we will receive what language they prefer (Only Chinese or English). Then, we could print and show the message to Players in the corresponding language.	3	2
Move chess by using the mouse	2.3	XXX	As a user, I want to use the mouse to control chess and that is faster and more convenient than the keyboard.	import JavaFX, create buttons on each chess, and use mouse events to connect to the method in Chess class.	3	4
Score System	3.1	XXX	As a user, I would like to see a scoring system in the game, so we can see who won and who lost when the game is over	Create a Hash-Map used to store scores for a specific player. And create a method that can add a score to the player.	2	2
Timing System	3.2	XXX	As a user, we want to have a timing system so we can train our speed in playing the game.	Create a Timer class in the View package that controls the time each player uses and stops the player from playing when time is out. Use JavaFX to show a textbox on the game window beside the chess-board. Refresh the textbox each second so that we can imitate the behavior of a countdown clock.	2	5