1. Your updated specification
    a. same as Phase 0.

2. A description of any major design decisions your group has made (along with brief explanations of why you made them).

We used a Factory design method to create Piece objects, since there are 6~7 kinds of pieces, depending on the chess game we will make.

3. A brief description of how your project adheres to Clean Architecture (if you notice a violation and aren't sure how to fix it, talk about that too!)

    OOP/code smells (Long methods, Long Class)

4. A brief description of how your project is consistent with the SOLID design principles (if you notice a violation and aren't sure how to fix it, talk about that too!)
    a. Single Responsibility P (Splitting responsibilities)
    b. Open Closed P (Directional Control)
    c. Liskov Substitution P (Game (I) and Player (I))
    d. Interface Segregation P (Player(I))
    e. Dependence Inversion P (Game (I) and Player (I))

5. A brief description of which packaging strategies you considered, which you decided to use, and why. (John Won)
    a. We decided to use Packaging by component because we distributed our work by each component and it would be knit to what each component contains. Packaging by component allows us to have loose coupling and high cohesion while we work on our individual work.

6. A summary of any design patterns your group has implemented (or plans to implement).
    a. We've implemented a Factory design pattern for the Pieces class.

7. A progress report
    a. what has worked well so far with your design
        i. Since we seperated our work by each component, our code really focuses on it's own functionality without having high dependency to other components.

b. **a summary of what each group member has been working on and plans to work on next**
   i.

Name	has been working on = to be working on
Aidan	Analyze games using statistics collected from past games
Kole	4 player Chess Game
Matthew	Android App GUI with XML and Java
Giwon	2 player Chess Game
John(JongEun)	LAN
Ang	User, database