Sprint 1 Review

(9/7/2025 - 10/14/2025)

Dillon Carpenter

Project Metrics

-Total individual Lines of Code (LoC): 169
-Number of individual features completed: 4
-Number of individual requirements completed: 4
-Individual burndown rate (%): 2/4 = 50%

Features Implemented

- FEN support and Stockfish Engine
- Features not Implemented: PGN support and Board Visualization

What went poorly

- I could only work on the project 2 out of the 4 weeks
- Setting up coding environment took a lot of time

What went well

- When I did make time for the project, I made a lot of progress

Analysis & Improvement Plan

- Apply the start early, finish early rule
- Make more time for the project
    - Easier now due to a 7 week class ending

Week-by-Week Progress Summary

- Week 1: Lots of research done on Stockfish and integration into Dart and Flutter
- Week 2: Tested libraries, decided on sticking with multistockfish by Lichess
- Week 3: No progress this week. Cybersecurity Finals that week.
- Week 4: Created a quick demo where the user can input a FEN (Chess position) and Stockfish outputs the best move.

Sprint 2 Plan

Goals

- PGN support
  - The user should be able to input a PGN through text or file
  - The app should be able to parse the PGN/Use Stockfish to analyze it
  - Validate input to ensure it is a valid PGN/FEN

- Board Visualization
  - The app should display the FEN or PGN as a board
  - The board state should be accurate and easy to read
- Motif Detection and Displaying
  - Use Stockfish to detect and label moves as mistakes, blunders, great moves, etc...
  - Use output from Stockfish to detect and display common motifs
  - Summary display (Optional)

Metrics

- Number of individual features planned: 3
- Number of individual requirements planned: 8

Timeline and Milestones

- Week 1: Finish PGN/FEN support feature and it's requirements
- Week 2: Finish Board Visualization feature and its requirements
- Week 3: Stockfish detects and labels moves as mistakes, blunders, great moves, etc...
- Week 4: Rest of Motif Detection and Displaying Requirements
- Week 5: UI improvements/Flex week

Key Dates

- Unit Testing: End of each week
- Project Submission: November 30th
- Presentation: 12/4 or 12/6