

Sprint 3 Schedule:

The above schedule chart represents the progress of the team completing the 3 following user stories during the duration of Sprint 3 (Nov 17th to Dec 1st):

User Story: Game Lobbies (Allow players to create lobbies when playing chess and to allow players to join in a lobby given space)

User Story: Lobby Chat (Allow players to chat with each other in a chat box on the chess board screen)

User Story: Game History/Replay (Allow players to view over the history of a game and to view moves done)

These users stories weren then split into the following tasks, each with their own internal checklist:

Task 10 Game Lobby Frontend (Flavio) [4 Items]

Task 11 Game Lobby Backend (Werner) [4 Items]

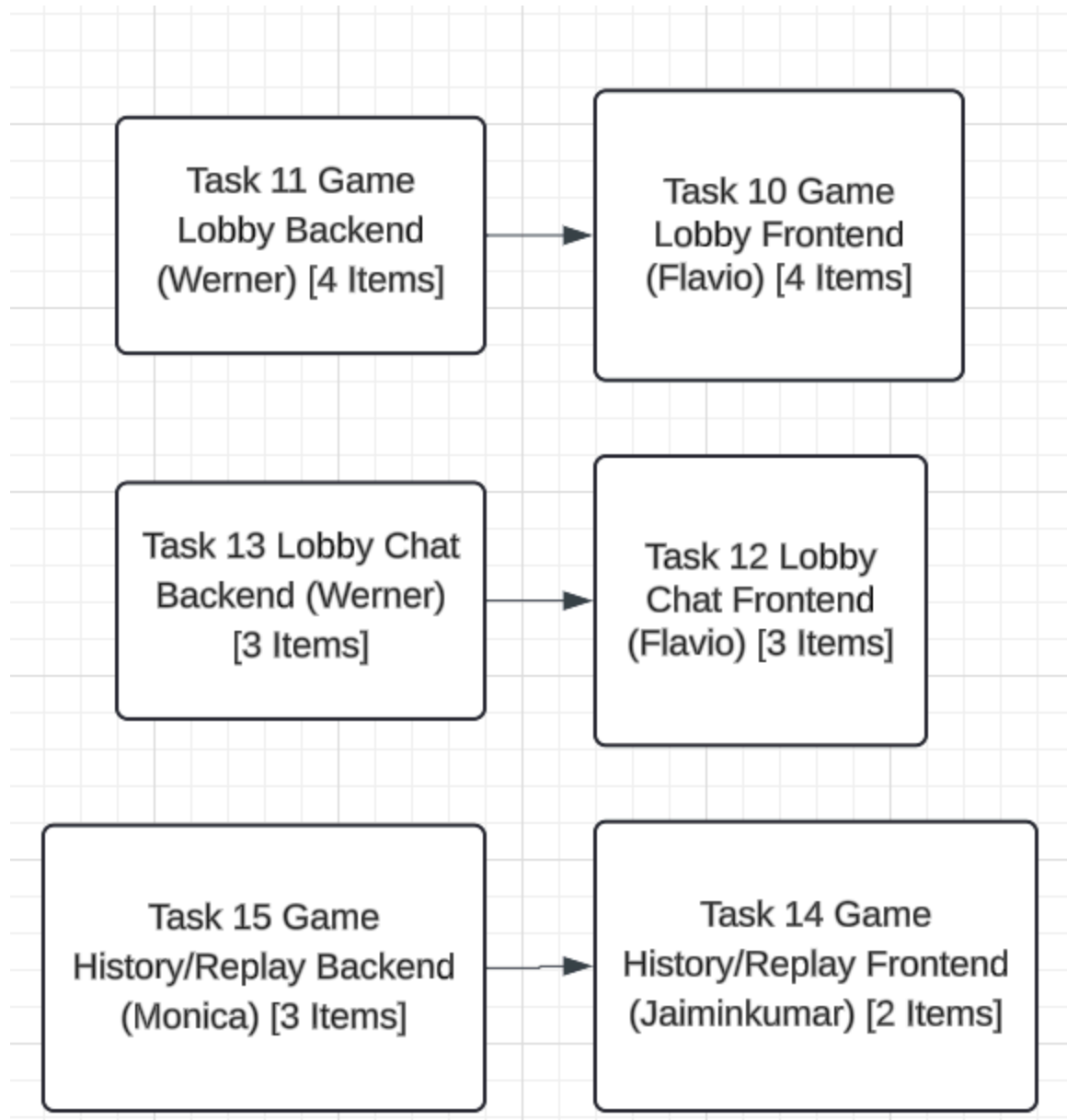
Task 12 Lobby Chat Frontend (Flavio) [3 Items]

Task 13 Lobby Chat Backend (Werner) [3 Items]

Task 14 Game History/Replay Frontend (Jaiminkumar) [2 Items]

Task 15 Game History/Replay Backend (Backend) [3 Items]

These tasks are highly interdependent with the following network diagram showcasing the link between each task where the backend code for each task needed to be done or at least well designed before work on the frontend of the task could be started on. This applied to the game lobby, lobby chat, and game history and replay equally.



The above schedule outlines a clear workflow for completing the key user stories in Sprint 3, ensuring a well-organized and collaborative approach. Given the interdependencies between backend and frontend tasks, effective communication and timely progress updates were crucial throughout the sprint. For instance, tasks like the Game Lobby Backend had to be substantially developed before the Game Lobby Frontend could proceed, allowing for proper integration of user interactions with server functionalities. This sequential approach ensured that foundational backend services were robust, reducing issues during frontend development and enabling smoother transitions from backend to UI features for all team members involved. Additionally, the careful coordination between Werner, Flavio, Monica and Jaiminkumar was essential in managing overlapping efforts and guaranteeing that all user stories were completed by the sprint deadline.