

Sprint 2 Schedule:

The following burndown chart represents the progress of the team completing the 4 following user stories during the duration of the Sprint 2 (Nov 4th to Nov 17th):

Saving User Data: Players info can be saved between sessions, be it their stats or other choices.

Custom Games: Players can customize game settings, such as piece removal, time limits, or unique rule sets.

Timer Mode: Adds a time-based challenge to gameplay, enhancing engagement and improving users' decision-making under time constraints.

Themes & Local Customization: Customization options for board themes, piece styles, and colors.

These user stories were then split into the following tasks:

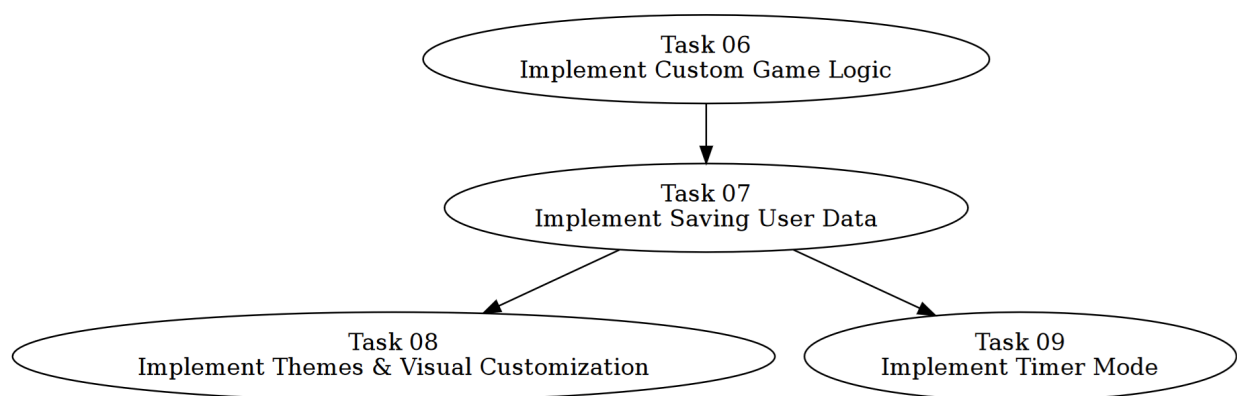
Task 06 Implement Custom Game Logic

Task 07 Implement Saving User Data

Task 08 Implement Themes & Visual Customization

Task 09 Implement Timer Mode

These tasks are interdependent with the following network diagram showcasing the link between each task where the game logic task must be fully implemented before the user data can be saved properly as the user data includes wins and loses in their chess matches. Then the user data save system is required for the themes and customization and for the timer mode as the timer mode must send save data to the user data to be recorded and the theme and visual system uses user data to determine a player's preferred theme and settings.



Knowing that the custom game logic and the saving user data were critical bottlenecks for this sprint, these two tasks were started at the very beginning of the sprint and completed within the first week or so which allowed the two other tasks to be completed before the end of the second week and thus well before the deadline on Nov 17. This was due to clear communication between team members and planning well ahead by clearing understanding the requires of each user story and now these systems interacted and relied on each other.