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**LearningEDU**

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**ChessEDU**  
**Introduction**

**Version <2.1>**

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Introduction	Date: <30/10/2022>
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## Revision History

Date	Version	Description	Author
25/10/2022	1.0	First Draft	Adair Torres
30/10/2022	2.1	Reformatted document to match Teaching Assistant's specifications.	Adair Torres

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# Introduction

## 1. Product Vision

FOR enthusiastic players of chess all the way from brand new to intermediate levels WHO wish to learn the game at their own pace incrementally, THE ChessEDU App is an educational service THAT offers small, accessible, and interactive lessons that teach users the basics and the very heart of the game. UNLIKE other chess products, services, or software applications, such as Chess.com, the focus of ChessEDU is bite-sized interactive lessons, rather than long and complex modules paired with practice, OUR PRODUCT provides an easy way to learn this intimidating game through not just theory, but practice using lessons that give the user strategy piece by piece and present opportunities to apply what they have learned immediately.

## 2. Profiles

**Name:** Grant Jones

**Phone Number:** (913)645-4050

**Email:** g641j712@ku.edu

**Available times for team meetings:** MWF 8am-1pm, TR 8am-2:30pm

**Major:** Interdisciplinary Computing with an Emphasis in Biology

**Year:** Junior

**Relevant Courses:** EECS 168, 268, 368

**Proficient Programming Languages:** C++, JavaScript, Java, and HTML

**Hobbies:** Watching and playing sports

**Name:** Joe Murray

**Phone Number:** 913-269-0760

**Email:** j604m256@ku.edu

**Available times for team meetings:** MW 11-1, TuesThur 9:30-10:30, 12-2

**Major:** Computer Science

**Year:** Senior

**Relevant Courses:** EECS 168,268,368,

**Proficient Programming Languages:** C++, javascript, python

**Hobbies:** Basketball, bowling, martial arts

**Name:** Adair Torres

**Phone Number:** (620) 640-7414

**Email:** adair.tor24@ku.edu

**Available times for team meetings:** M: 10am-10pm, TuTh: 4pm-10pm, W: 4pm-10pm, F: 6pm-10pm

**Major:** Computer Science

**Year:** Junior

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**Relevant Courses:** EECS 168, EECS 268, EECS 368

**Proficient Programming Languages:** C++, JavaScript, C#, Python, HTML

**Hobbies:** Tabletop & digital games, digital art, weightlifting, racquetball

**Name:** Jack Reynolds

**Phone Number:** (913)-634-0412

**Email:** jackreynolds@ku.edu

**Available times for team meetings:** M: 8pm - 10 pm, TWRf: 6pm - 10pm, flexible Saturday/Sunday

**Major:** Computer Science

**Year:** Junior

**Relevant Courses:** EECS 168, EECS 268, EECS 368

**Proficient Programming Languages:** C++, C, JavaScript, HTML

**Hobbies:** Playing saxophone, tabletop and video games, cooking

**Name:** Rylan DeGarmo

**Phone Number:** (316) 796-3719

**Email:** r031d544@ku.edu

**Available times for team meetings:** M/F 8am-9am, 4pm-10pm | Tu/Th 8am-10am, 4pm-10pm | W 8am-9am, 12pm-10pm | Sa/Su 8am-10pm

**Major:** Computer Science

**Year:** Junior

**Relevant Courses:** EECS 168, EECS 268, EECS 140, EECS 210

**Proficient Programming Languages:** C++, HTML

**Hobbies:** Youtube, video games

**Name:** Chinh Nguyen

**Phone Number:** (620) 277-6337

**Email:** nguyenchinh@ku.edu

**Available times for team meetings:** M-W-F 5PM-10PM, Flexible Saturday and Sunday

**Major:** Computer Science

**Year:** Junior

**Relevant Courses:** EECS 168, EECS 268, EECS 368

**Proficient Programming Languages:** Python, JavaScript, C++, HTML

**Hobbies:** Video games, weight lifting, art, music

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### 3. Role and Responsibilities

**Name:** Grant Jones

**Role:** Project Manager

**Responsibilities:** Responsible for providing up-to-date status of team progress, managing the team meetings, and maintaining a record (minutes or log) of each meeting (e.g., when, purpose, who attended, etc.).

**Name:** Chinh Nguyen

**Role:** Quality Assurance Engineer

**Responsibilities:** Responsible for the final quality of each artifact, e.g., technical accuracy, but also uniformity in typesetting (consistency of font sizes, margins, colors), correct spelling and grammatically correct sentences, adhering to the templates, checking for consistency among deliverables, etc.

**Name:** Rylan DeGarmo

**Role:** Project Leader

**Responsibilities:** Responsible for compiling “original project deliverables” which has been accomplished by all team members, directing the project and leading project portion meetings, and reporting to the professor project technical issues not resolvable within the team.

**Name:** Joe Murray

**Role:** Lesson Developer

**Responsibilities:** Responsible for the creation of lesson modules, components, and teaching methodology. Must present information in a user-friendly format. Works closely with the Data Administrator to meet storage constraints.

**Name:** Adair Torres

**Role:** Data Administrator

**Responsibilities:** Responsible for development of file server system backend, which may track user lessons, store login credentials, and organize and deliver files required by individual lessons.

**Name:** Jack Reynolds

**Role:** UI / Accessibility Developer

**Responsibilities:** Responsible for the development of frontend software, user interfaces and displays. Emphasis on creating user assets that can be used without significant difficulty.

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#### 4. Meeting Log

Date	Time	Description	Attendance
10/9/22	75 minutes	Fill out profiles, discuss roles, and brainstorm project ideas	Adair, Jack, Rylan, Chinh, and Grant
17/9/22	40 minutes	Decide what project we're doing and create a product vision statement	Jack, Rylan, Chinh, Joe, Adair, and Grant
28/9/22	85 minutes	Discussing outline for use case requirements	Jack, Rylan (small group)
1/10/22	35 minutes	Finalizing first iteration of requirements, clarification on individual work	Adair, Jack, Rylan, Chinh
8/10/22	35 minutes	Finalized requirements, prototype, and GitHub. Discussed next steps	Adair, Jack, Chinh, Rylan, and Grant
22/10/22	30 minutes	Discuss and distribute work for first iteration of UML class and sequence diagrams	Adair, Jack, Rylan, Chinh, and Grant
22/10/22	50 minutes	Created first iteration of UML class diagrams	Rylan and Grant (small group)
26/10/22	30 minutes	Organized and discussed work for Software Architecture Document.	Adair, Jack, Chinh, Rylan, and Grant