
LearningEDU

ChessEDU
Introduction

Version <2.1>

ChessEDU	Version: <2.1>
Introduction	Date: <10/11/2022>
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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: ABSENT

Responsibilities: N/A

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
10/11/22	30 minutes	Discussed finalization of Iteration 1, and organized workload to begin Iteration 2.	Adair, Jack, Rylan, and Grant
17/11/22	40 minutes	Discussed finalizing Iteration 3 to implement course browser and progress tracking.	Adair, Jack, Rylan, Chinh, and Grant