ChessEDU

Introduction

Version <2.1>

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

# 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.

# 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

**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

# 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.

# 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 |