ChessFeud w/t Project Plan

About

What

ChessFeud is an interactive chess game which allows you to connect and play with friends. The game will run as an application on an Android based device.

Why

To follow the success of WordFeud and create a similar concept with Chess instead of Scrabble. To entertain and make people more engaged in playing Chess.

How

The player will see an user interface with the chessboard, pieces and some data about the game. Data and position of the pieces are retrieved from a server. When it is you turn, you touch a piece and see what moves you can make. After you make the move, the data is sent to the server.

Other

License

We are only going to use code with Apache licenses for the code that isn't our own.

Our own code will go under the Google Play license. We won't have access to this license until we have released the application to Google Play. So until then our code will be unlicensed since we think it is unnecessary to have a license before the real license.

Responsibilities

Product owner

Henrik Alburg

Scrum master

Sean Pavlov

Scrum team

Arvid: Tests
Sean: User Interface
Henrik: Architecture
Simon: Server setup

We will work together on most parts, but these are our main responsibilities.