Sprint Planning Meeting

Week 3: 14/9 - 24/9

What will be done this Sprint?

The Product Owner's highest priority is to have something executable until the next sprint. The second highest priority is to make a session of chess working properly.

How will the chosen work get done?

In order to have something executable we are going to start with the first screen, which is the game overview. The game overview will show a list (with the current games) and a menu bar at the top.
The menu buttons will be touchable and lead the user to a blank page since nothing else is functional by this sprint. In order to have the ability to play a session of chess, we are going to start with the server model, game model and the database handler. These are the core features in the dev's list and everything in the session is based around this. For the most basic functionality, we are only required to use half of the estimated time for server model and database handler. The rest of the time is used for the game model. The required time for being finished with this is going to be a lot more than the entire sprint but we will start things off.

Week 4: 24/9 - 1/10

What will be done this Sprint?

This sprint will focus on making a session of chess playable. In order to do this the chess model, the UI for the actual chess game and the server will take priority. By the end of the sprint a client can connect to the server and receive an answer, the chess model and UI should be done.

How will the chosen work get done?

In order for the chess model to get done we will make an architecture and implement the game from this design.
For the UI we will create small pictures for the different pieces and make an algorithm that will draw the board. Also we will design the HUD in order to make the data (Opponent player name, pieces taken and so on) look natural and blend in with the design.
We will also try to connect the UI to an actual chess model.
We will continue our work on the server by setting it up correctly and make a small applet which can send and receive messages from the client.

Week 5: 1/10 - 8/10

What will be done this Sprint?

The product owner wants to have the ability to create a user and log in. When the player is logged in, he/she should be able to see current games and play a game online. When a player wins a session, it should be visible for both parts.

How will the chosen work get done?

The highest priority is to be able to connect to the server and send/receive data from the database. When this is done, we will be able to make it playable online. We will adjust ChessModel so it will receive and send the game data from the database-handler. The Overview of games (former menu) will also be adjusted to receive list of games from the database-handler. The GameView will also be adjusted so it will know when win/loss/draw and show players.

Week 6: 8/10 - 15/10

What will be done this Sprint?

The product owner still wants the ability to log in to be finished. Since there was a lot of problems last week along with some testing so we didn't finish what the product owner wanted. He also want to be able to see current games and play a game online. We will work harder on the goals this week to make sure they are finished.

How will the chosen work get done?

The core of the work this week is to put together the different parts. The login-screen will be made as an activity. The ui will be made with XML and then the login function will be connected. We should have a workable DbHandler, we just need to integrate it the right way with the model and the rest of the application. We may have to adjust some parts in order for it to work with the DbHandler. We will also continue with the testing to make sure it follows our definition of done.