Sprint Planning Meeting

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Week 3:   9/14 - 9/24

Part One: 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.

Part Two: 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.