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.