Portal Chess

Strike Team Java

xGame Intro

- Server – running from Spring Boot
  - Java framework that allows a Client to communicate with a Java server with API Calls
  - This server is then automatically configured to communicate with a specific SQL database, and can query to update or obtain information.
- Client- running on React.js
  - Easy to build and use UI components, communicates with server with API request/response. Render changes with state components.
- Database- MySQL
  - Currently have an accounts, notifications, and matches table to store data. Getting and setting data is all done with Spring's data access object classes.

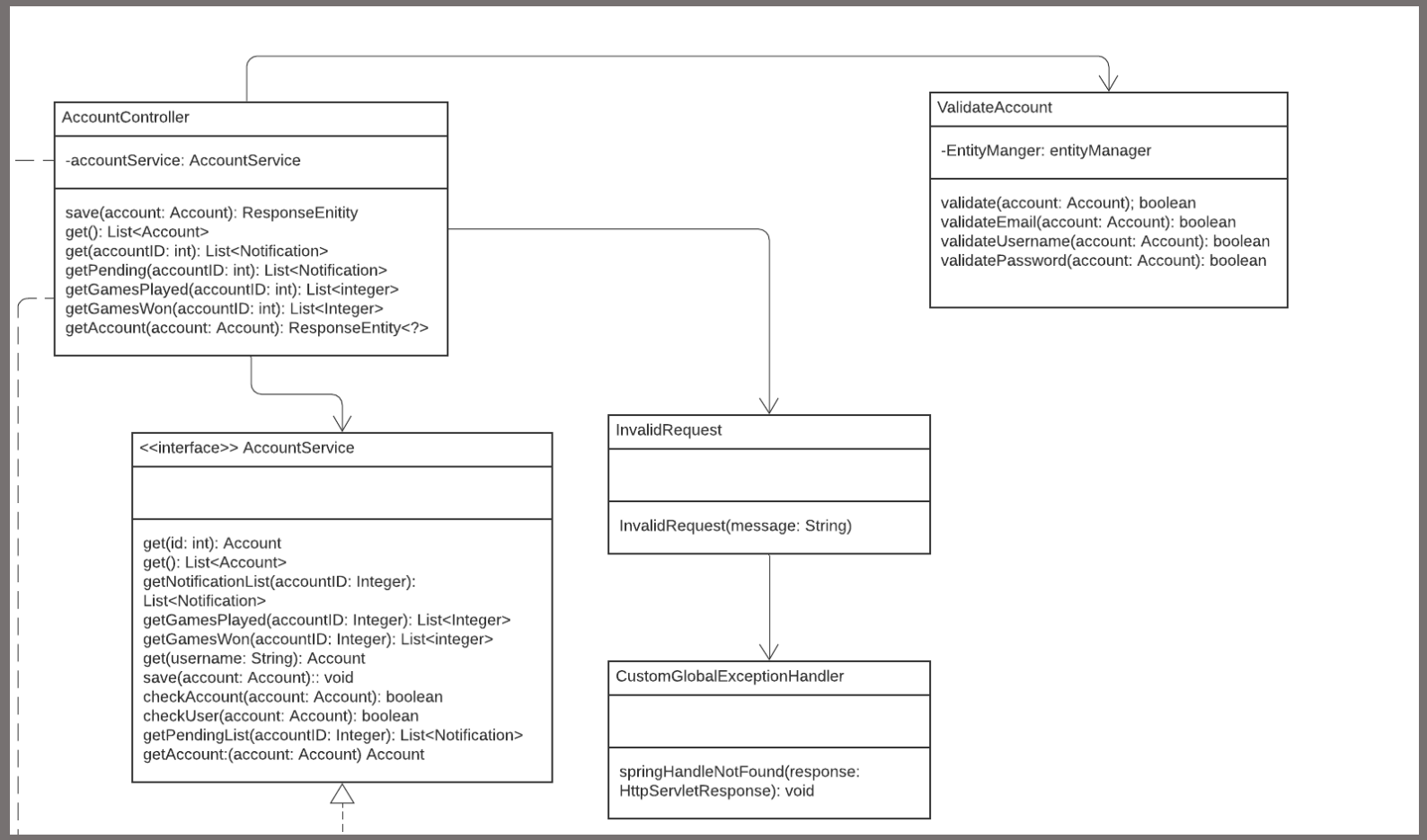
Design decisions

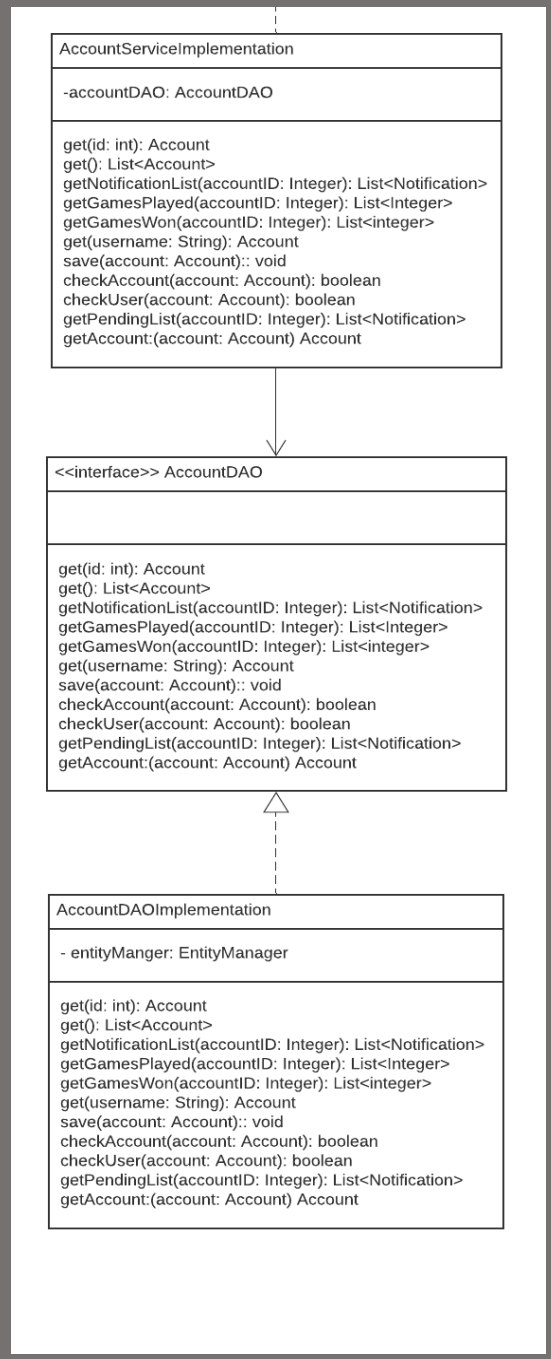
- Root directory is login page
- Upon logging in, user is taken to a dashboard
- User search updates in real time
  - User's profile is rendered over the page in a modal - future game-related statistics and match history will be displayed here
- Each page has a header with links
  - One link back to home page
  - Logged in: user's account dropdown
  - Logged out: Login/Register buttons

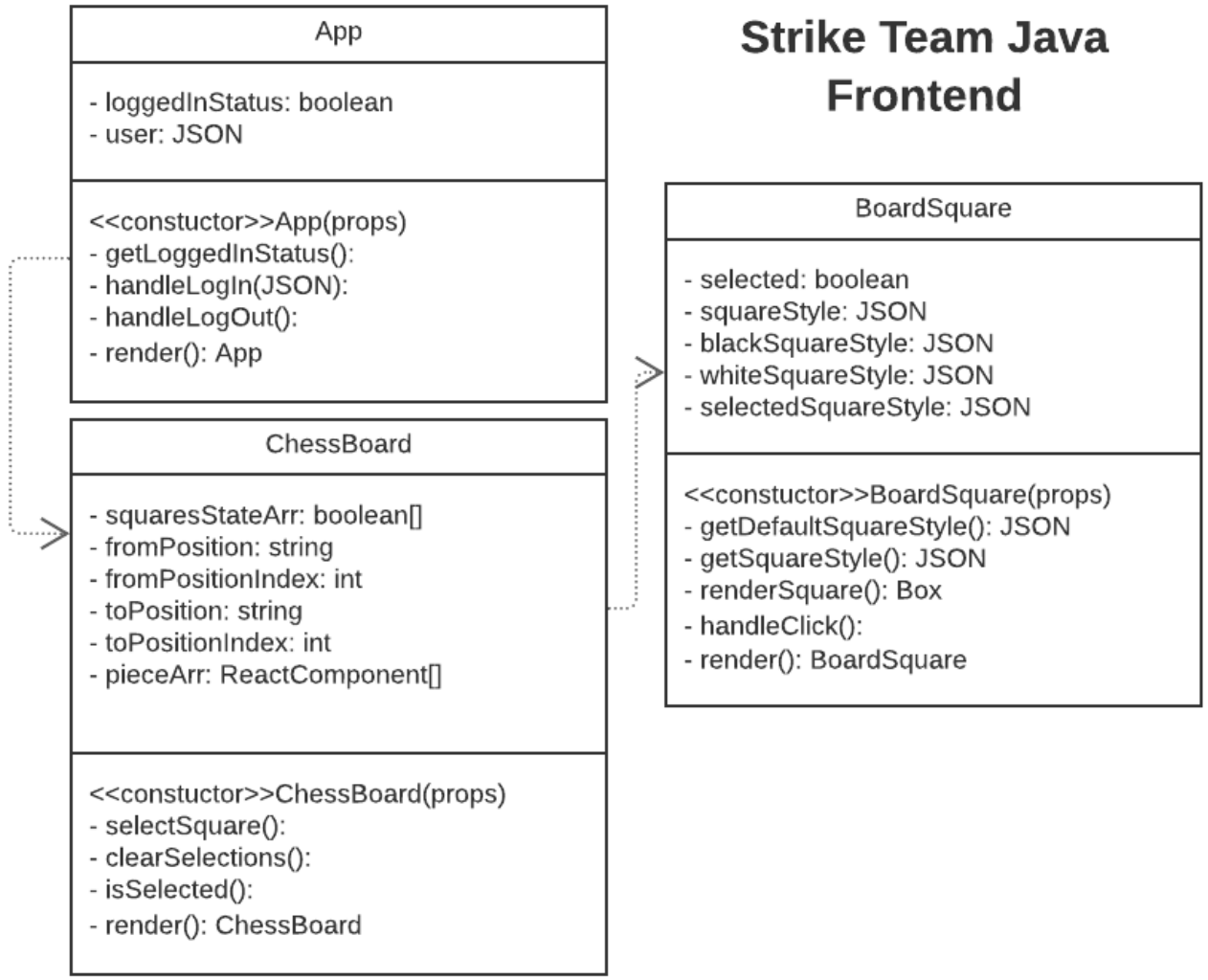
Design decisions

- Invitations will be sent exclusively from User Search page
- Inbox displays whether sent invitations are rejected or accepted
- User's active games and pending invitations will be displayed on Dashboard

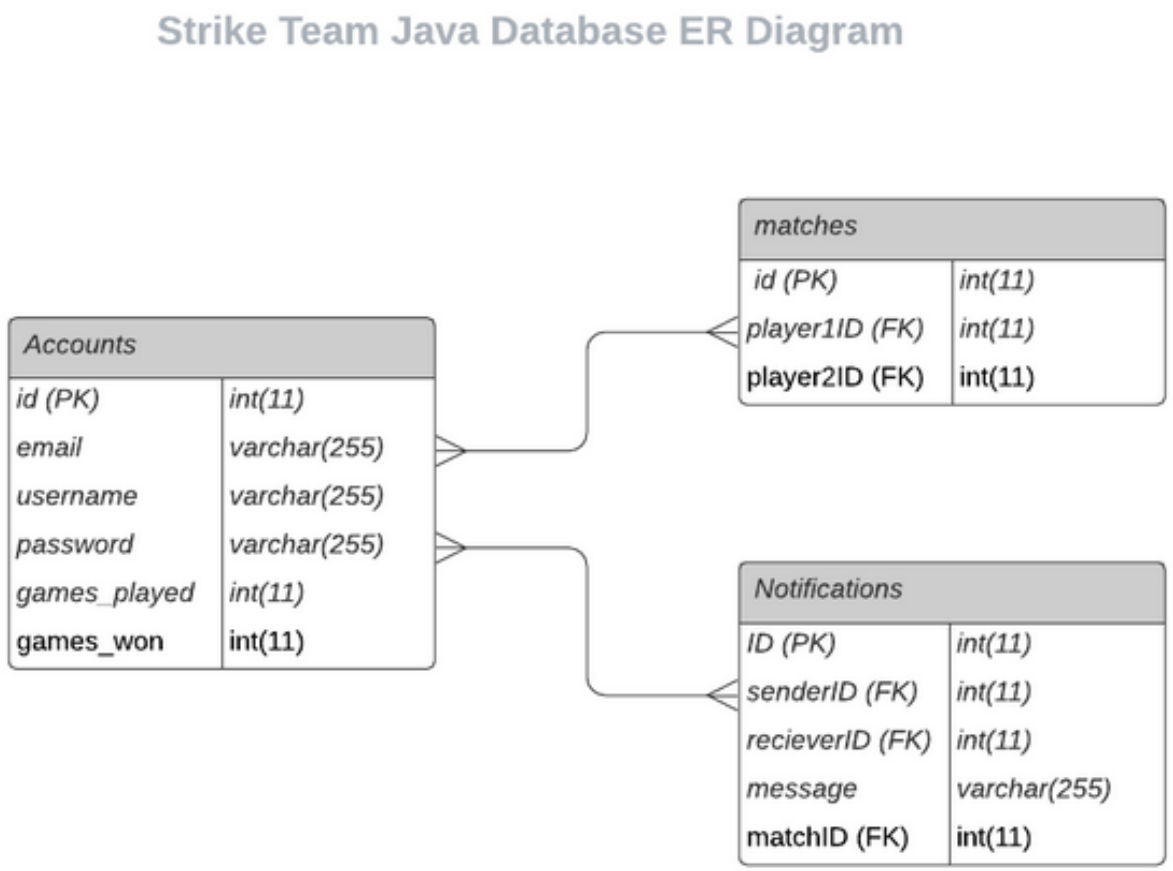
Updated Class Diagram







Frontend Diagram



Database Diagram

Scrum Results

- First 5 meetings were spent establishing acceptance criteria and formulating questions for the product owner in preparation for the official Sprint Planning meeting.
- Sprint Planning Meeting: met with Product Owner, reviewed User Stories and Acceptance Criteria, established goal to have ~40% of the project completed at the end of the Sprint.
- Scrum meetings 7-11 were conducted as normal Scrum meetings with each member updating the group on progress of assigned tasks.
- Meeting 12 was the Sprint Retrospective. We felt we struggled getting started initially, but once we had an initial setup working our progress moved quickly.
- Meeting 13 was the Sprint Review. We met the Product Owner, provided a demo of our application, received feedback from the PO and made a small number of minor changes based on that feedback.

Completed User Stories

- The User would like to be able to:
  - Create an account on the system by providing an email, username, and password.
  - Login to an account once it is present in the system.
  - Be able to log out of system.

Demo