

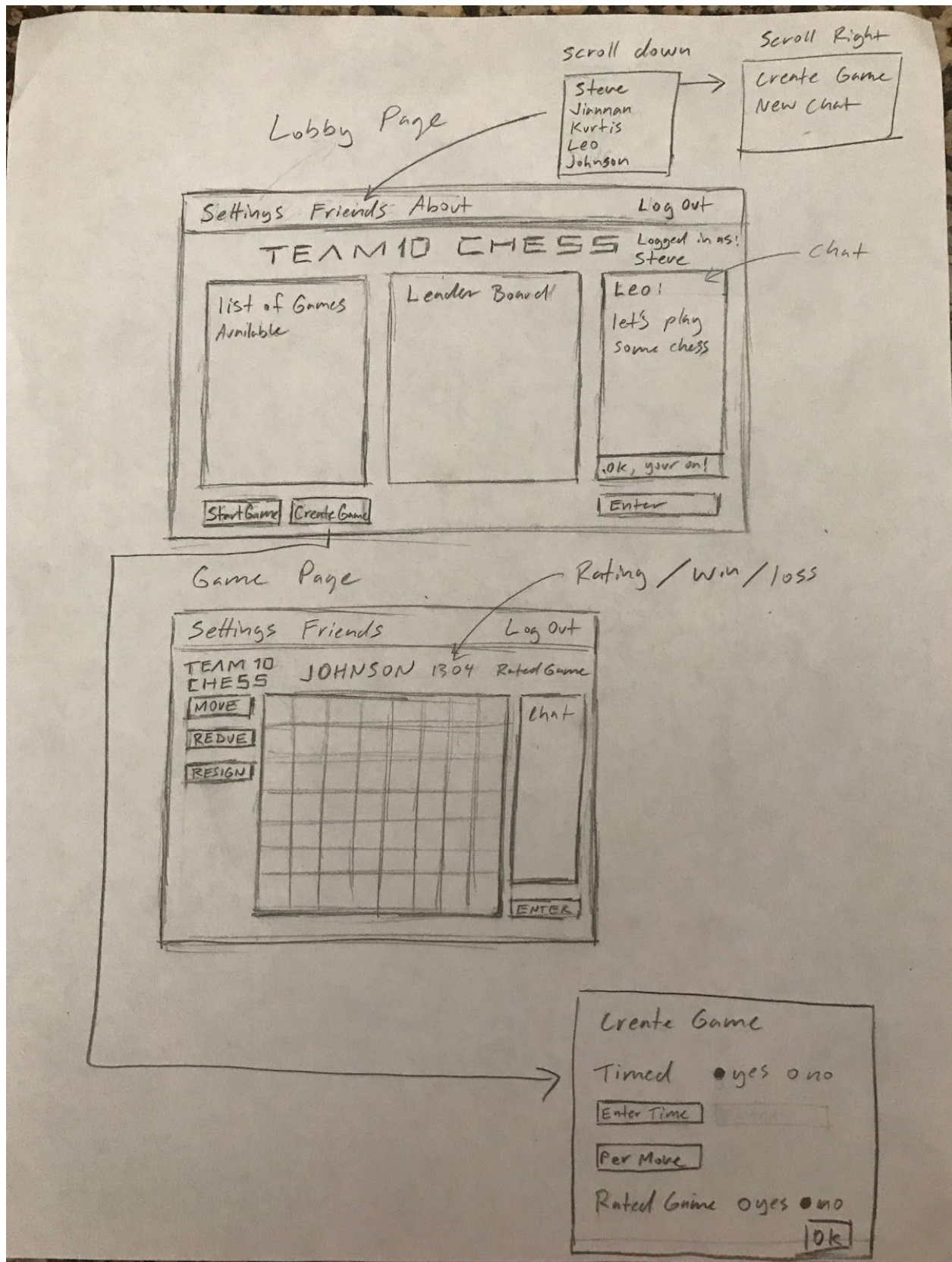
Team #10

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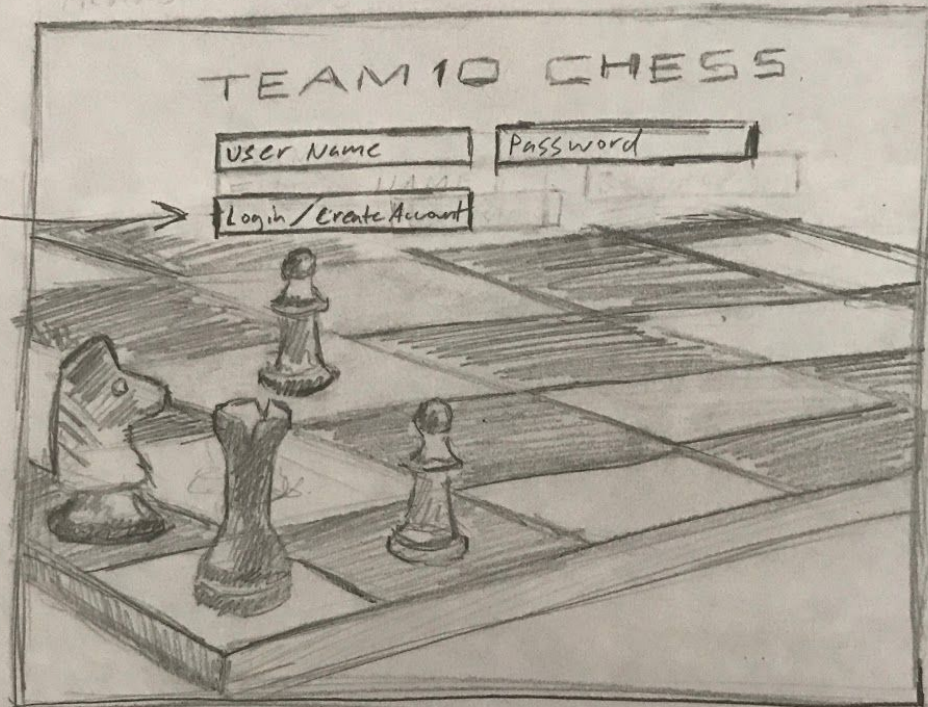
Milestone 2

Date Due: March 22nd, 2019

# 1) Wire Frames:



Main / login Page



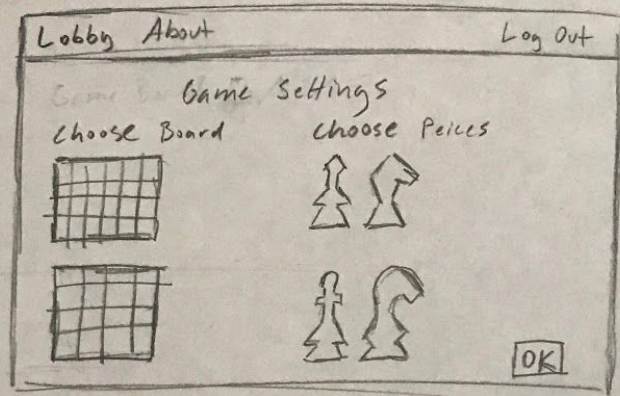
Pop-up Welcome Screen

Hello  
Steve Rentschler  
Welcome to Team 10 chess



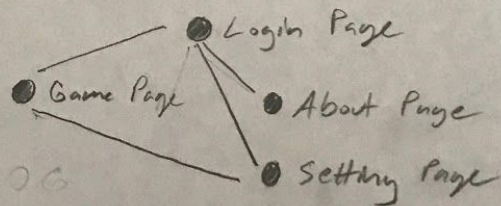
## 2) Site Map:

### Setting Page (Priority 3)



### Site map

- Login Page
- Settings
- Game Page
- About Page



### 3) List of Technologies:

Server Provider:	AWS
Database:	MySQL
Web Server:	Nginx
Server Side Language:	Javascript, version: ECMAScript Node.js, version: 10.15.3 LST
Frontend:	Bootstrap, version: 4.3.1 Handlebars, version: 4.1.1 React, version: 16.8 (optional)
Frontend IDE:	Visual Studio Code, version: 1.32.1
Backend:	Express, version: 4.16.4
Link to web page:	13.52.24.150

### 4) Database Entities and their operations:

- a. User
  - i. user\_id
  - ii. username
  - iii. password
  - iv. nickname
  - v. email
  - vi. is\_active
  - vii. wins
  - viii. losses
  - ix. rating
- b. Lobby chat room
  - i. username
  - ii. message
  - iii. time
- c. Leaderboard
  - i. username
  - ii. wins
  - iii. losses
  - iv. rating
- d. Game
  - i. player1\_id
  - ii. player2\_id
  - iii. start\_time
  - iv. end\_time
  - v. player\_turn
  - vi. result\_id
  - vii. move\_time\_limit

- viii. game\_time\_limit
    - ix. board\_id
  - e. Board
    - i. board\_id
    - ii. square\_spaces[8][8] //this is where we get each section of the chess board A1-H8
  - f. square\_spaces
    - i. piece\_id //determines whether a piece is at this position 0 = empty, 1-6 = chess pieces
    - ii. x //x position of chess piece
    - iii. y //y position of chess piece
  - g. Game chatroom //specific to game, if game refresh or exit out
    - i. game\_id
    - ii. username
    - iii. message
    - iv. time
  - h. move //move should be associated with chess
    - i. game\_id // record the history of the game movement
    - ii. piece\_id // chess id
    - iii. player\_id
    - iv. move\_order
    - v. move\_initial\_position
    - vi. move\_to\_position
1. Chatroom - public chat room allow users to chat //This part need to be implemented later
    - a. message\_body
    - b. creator\_id //associate with username
    - c. create\_time
  4. Leaderboard - stores top # of players
    - a. user\_id
    - b. win
    - c. loss
    - d. rating

## 5) List of Features:

### Priority 1:

#### Users:

- a. User should be able to login and register.
- b. User should be able to join/create game.
- c. User should be able to use public chat system.

#### Lobby:

- a. User should be able to create/join game and using public chat system.

- b. Ranking system.(win / loss / draw)

Chess Game:

- a. User should be able to play the game.
- b. User should be able to use public chat during the game

Priority 2:

- a. Ranking system.
- b. Game history system.

Priority 3:

- a. 3D Chess game system
- b. User profile and personalize system.
- c. Friends system
- d. Friends system allow user to invite/private chat/join.