

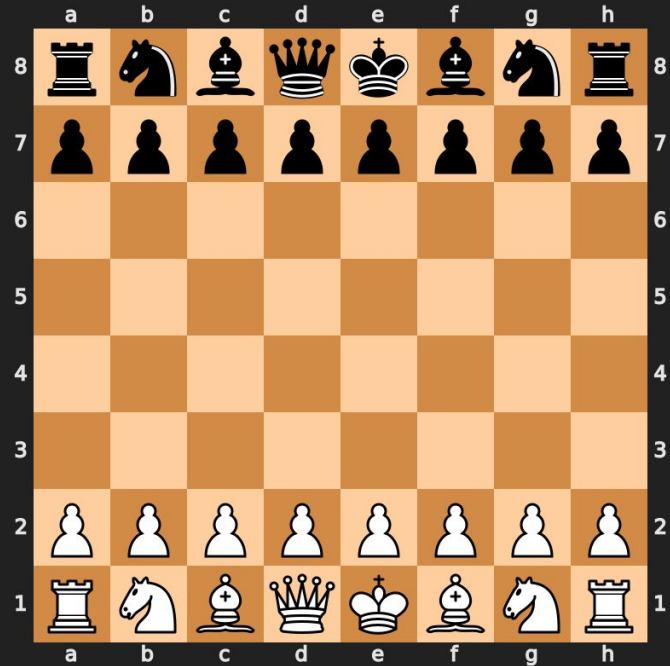


Dungeons & Debuggers

Stage of Development: Forming

The Project

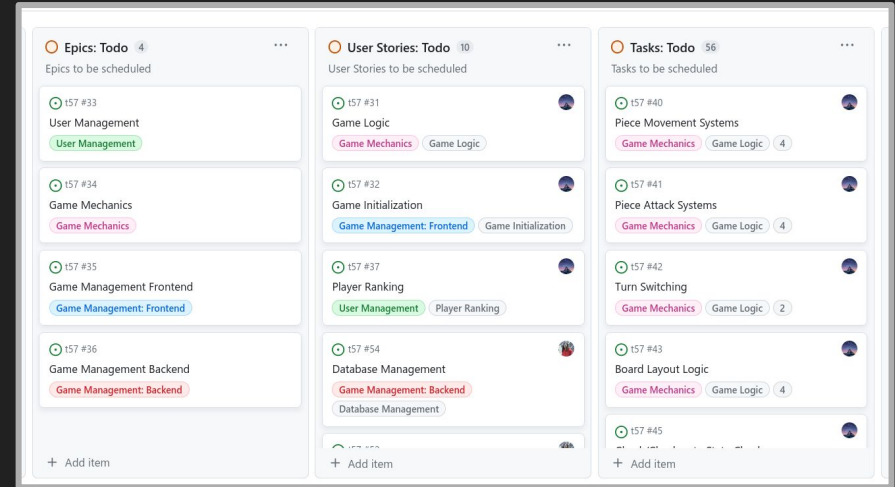
- Our goal is to create a game that will allow two users to connect online and play a game of chess.
- A player should be able to:
 - Start a match & invite another user; or accept an invitation from another user.
 - Look at previous sessions and their status; such as their start and end time, and paused/completed status.
 - Leave and resume a game at any time.
 - Interact with the game as defined in chess rules.
- We have assembled a team and development plan to make development of necessary components simple.



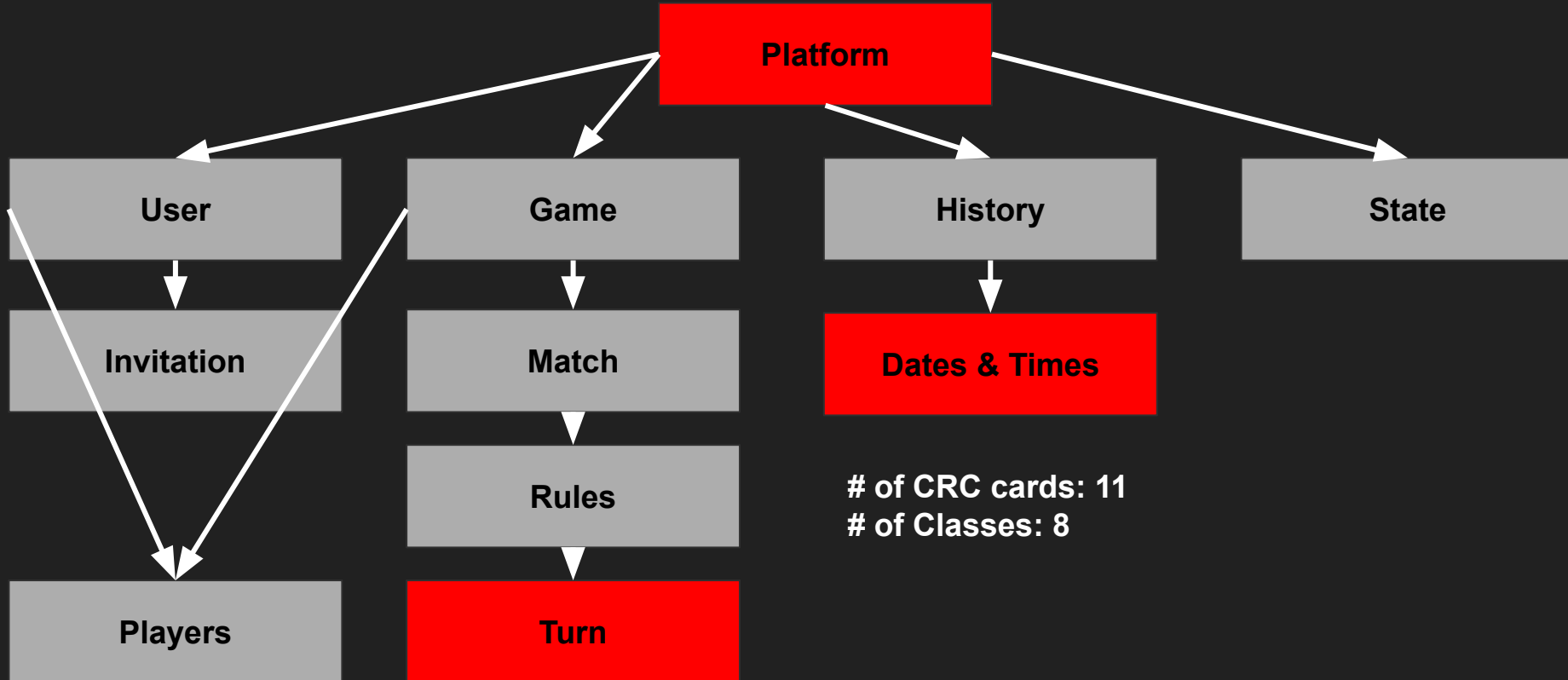
"The people who are crazy enough to think they can change the world are the ones who do." - Steve Jobs

User Stories & Tasks

- We created user stories to cover features and functionality requested in the interview. We decided to draw a clear distinction between frontend and backend development to simplify the development process.
- We felt the database was especially critical to have represented as its own user stories, due to user registration and authentication requirements.
- As a result, Epics are split into User Management, Game Mechanics, Game Management Frontend, and Game Management Backend.
- User Stories: 16
- Todo Tasks: 56
- Epics: 4

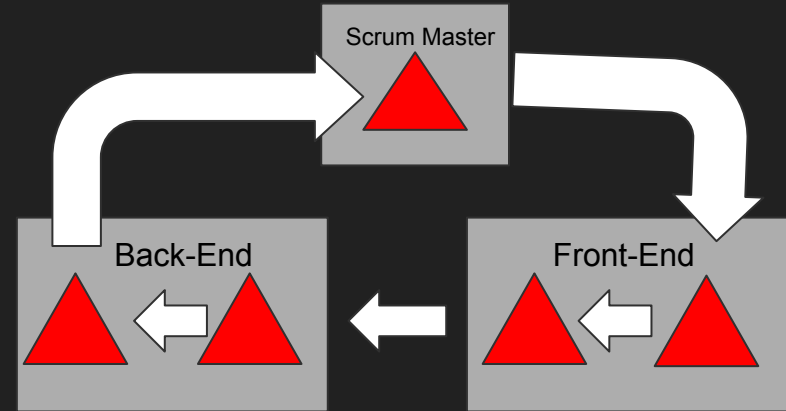


Domain Modeling



Development Methodology & Team Breakdown

- We have decided to split the team into 2 Backend, 2 Frontend developers, and 1 Scrum Master that will lead meetings, provide documentation and help where needed.
- After every sprint, we will rotate positions. This will give the entire team a chance to work on every element of the development process and gain a comprehensive knowledge of the project.
- Team Meetings: Thursdays at 6pm, another TBD.
- As previously stated, our Scrum plan will consist of 4 Epics, 26 User Stories, and 56 Tasks.
- We plan on starting development with game rules and user registration first, as most components depend on these.



In Conclusion

- We believe we have a solid development plan in order to successfully implement a chess game with the requested functionality.
- So far, we have learned the components needed to implement said functionality, and are continuing to learn how we will organize the development process.
- As we continue the design process, we plan to refine our wiki to provide more clarity and connection between our user stories and domain modeling.



"Life is like riding a bicycle. To keep your balance, you must keep moving." - Albert Einstein