

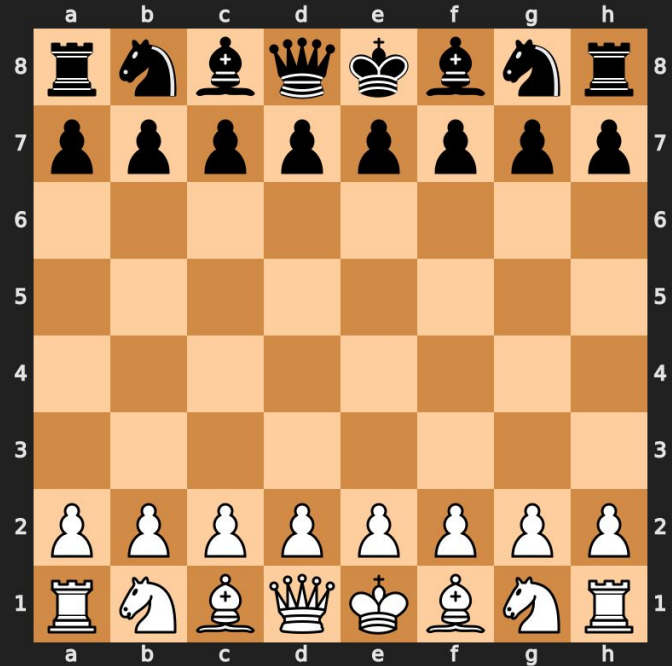


Dungeons & Debuggers

Stage of Development: Forming

The Project

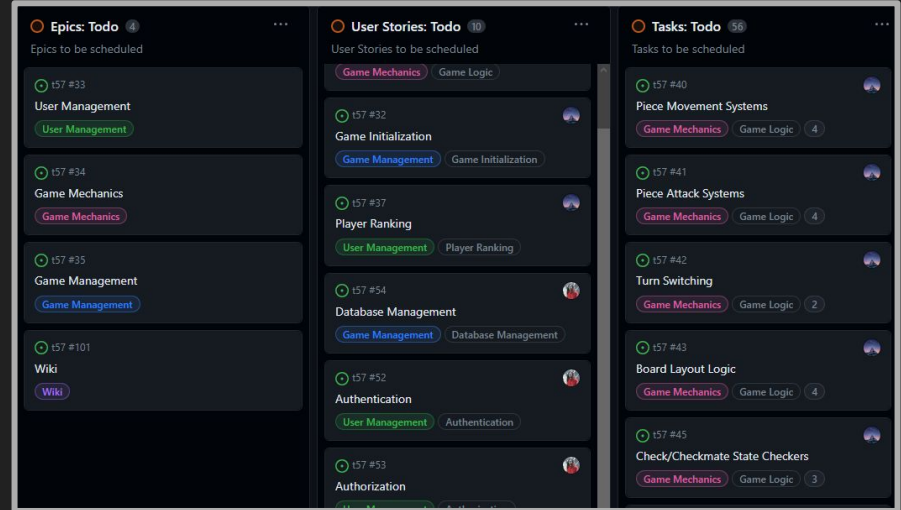
- Our goal is to create 32 piece, 8x8 chess game that will allow two users to connect online and play a game of chess.
- A player should be able to:
 - Start a match.
 - invite another user/accept an invitation.
 - Look at previous sessions and their status; such as their start and end time, and paused/completed 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.



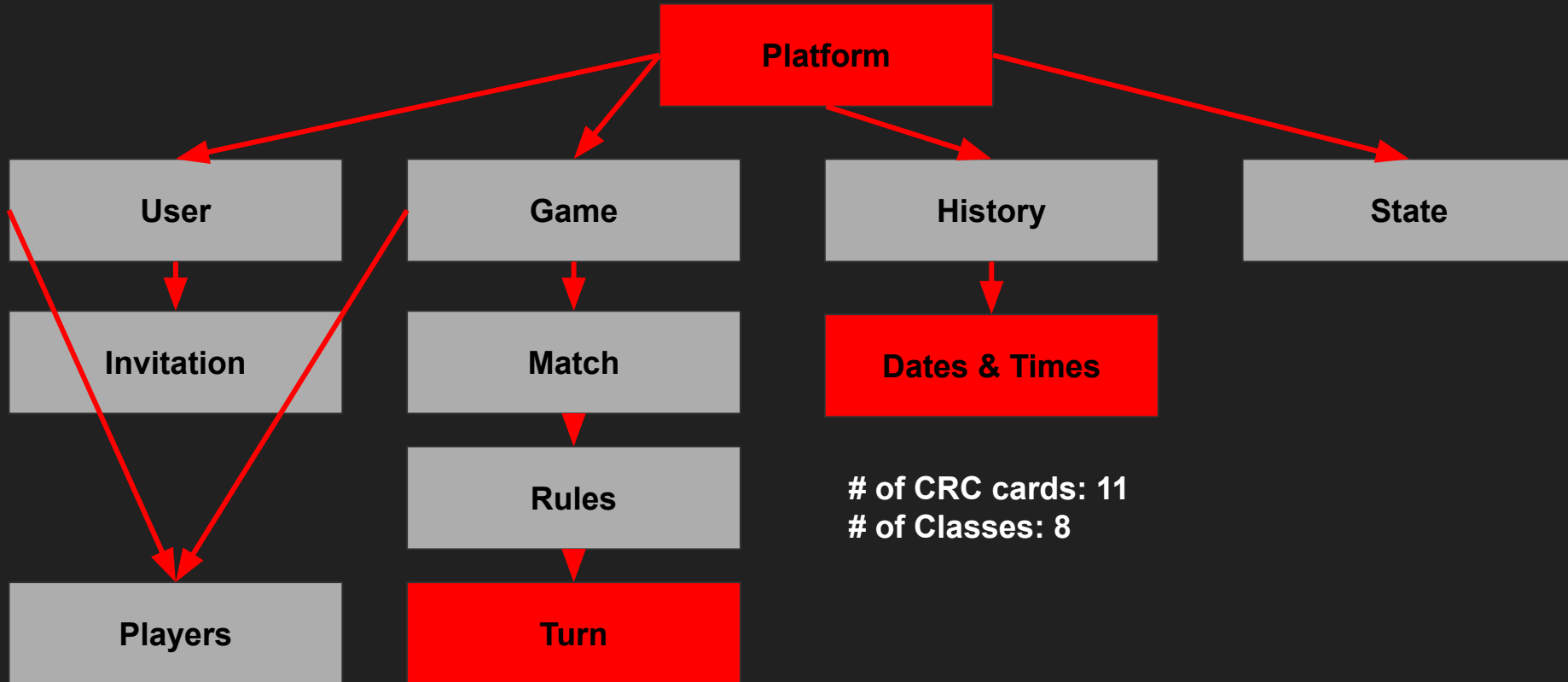
"The people who are crazy enough to think they can change the world are the ones who do." - Steve Jobs

User Stories & Tasks

- We created user stories to cover features and functionality requested in the interview. We felt the database was especially critical to have represented as its own user stories, due to user registration and authentication requirements.
- As a result, User Stories include Database Management, Authentication, and User Forms.
- **User Stories: 16**
- **Todo Tasks: 56**

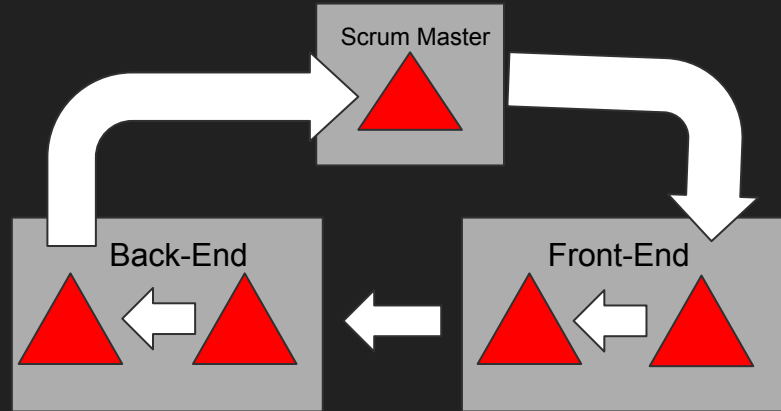


Domain Modeling



Development Methodology & Team Breakdown

- **Team Structure:**
 - **1 Lead/Bouncer**
 - **2 Frontend Developers**
 - **2 Backend Developers**
- 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.**
- 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