SP-14 Red Build Chess Game Using AI

Date: 2/1/23

Overview

Project Team

Roles	Name	Major responsibilities	Contact (Email and/or Phone)
Project owner	N/A	N/A	N/A
Team leader	Aaron Dailey	Team lead, Documentarian, quality tester, and designer	aarondailey9@gmail.com 706-312-4017
Team members	Nicholas Kennel	UI designer and Implementer	nickovertime9@gmail.com 770-899-8206
	Haige Zhu	AI designer and implementer	hzhu5@students.kennesaw.edu 847-848-5735
Advisor / Instructor	Sharon Perry	Facilitate project progress; advise on project planning and management.	Sperry46 in D2L !!

Aaron Dailey   Nicholas Kennel   Haige Zhu

Project website

https://github.com/NickSamKen/SP-14-Build-Chess-Game-Using-AI

Final Deliverables

1. The final deliverables would be a playable game made from unity
2. Source code from the game

Milestone Events (Prototypes, Draft Reports, Code Reviews, etc)

Team Selection document (Individual) - By Jan 27, 2023

- Select the team you are on and list your teammates
- List out how the project will operate

Project Plan(Group) - By Feb 3, 2023

- List members who work on project
- Plan the website, deliverables, milestones, communication, and other planning necessary for the project

Weekly Activity Reports (WARs - Individual) - By Feb 03, 2023 to every Friday after that

- Tracks the status and your participation on the team

Peer Reviews (Individual) - By Mar 17, 2023

- Review other people projects in your section based off their presentation prototype

Milestone #1 Prototype (Group) - By March 17, 2023

- Working UI prototype
- Working AI prototype

Website (Group)- By April 7, 2023

- Create a GitHub website that is accessible to the public.
- Make sure all files of the project are accessible and have a page that informs the website visitor what the project is about.

C-Day Application/Submission (Group – Bonus Points) - By April 7, 2023 for application and   By April 28, 2023 for submissions

- Fill out and create everything necessary for the application
- Submission submits final version of project

Video Demo (Group) - By TBA

- Create a video that illustrates what the project is about and its features.
- Show project function and working

Milestone #2 Draft of Final Report - By April 14, 2023

- Make a report of what has been done so far
- List out the results and use technical terms to explain how, why, and when the project.

Final Project Package - By April 27, 2023

- Make a final report of the completed project
- List out the results and use technical terms into explain how why and when about the project
- Last submission of the project

Meeting Schedule Date/Time
Mondays 4- 5 pm and Wednesdays 4-5 pm

Collaboration and Communication Plan
- Discord will be the main form of communication otherwise other forms of communication will be via email or phone.
- Regular meetings will be held on Mondays and Wednesdays 4-5 pm in discord if needed meetings can be arranged at other times. The requirements for meetings is a microphone and pc or phone to communicate in discord. Meeting and distributing notes will be handled by the Team leader to keep everyone on what is needed; otherwise, if the leader cannot attend, the notes will be delegated to one of the other team members.
- The tool we will use for communication will be Discord while file sharing of documents will be by OneDrive and sharing of code will be by GitHub. Discord is how we will communicate where all files are in OneDrive and GitHub as well as post shared links to the files. GitHub will be used as our website but also where we will share code and versions of our game. OneDrive will be the documentation for our deliverables will be stored.
- The regular status updates and progress will be reported bi-weekly in each meeting Mondays and Wednesdays. If needed other updates may come outside those frames are to keep the workflow ahead of schedule or to accomplish a certain task that was not available previously. All members of the team are responsible for reporting their updates to other members, so we all know what we need to work on for the project.

Project Schedule and Task Planning

Project Name:	SP-14 Red Build Chess Game Using AI
Report Date:	1/2/2023

Deliverable	Tasks	Complete%	Current Status Memo	Assigned To	Milestone #1				Milestone #2				Milestone #3				C-Day	
					01/27	02/03	02/10	02/17	02/24	03/03	03/10	03/17	03/24	03/31	04/07	04/14	04/21	04/28
Requirements	Meet with members and select pr	100%		Aaron, Haige,Nicho	4													
	Define requirements	100%		Aaron	3	2												
	Review requirements and where	100%		Aaron, Haige,Nicho	2	2												
	Define UI requirements	100%		Nicholas	4	2												
	Get sign off on requirements	100%		Aaron	2	2												
Chess Design	Define tech required *	0%		Aaron		3	4	6	4									
	Research chess design	0%		Aaron, Haige,Nicholas		4	4	6	7									
	Ai design	0%		Haige		4	4	5	5	6								
	Design primitive UI diagram	0%		Nicholas			4	4	5	5	5							
	Develop working prototype	0%		Haige,Nicholas					10	10	10							
	Test prototype	0%		Aaron, Haige,Nicholas							5	5	5					
Development	Review prototype design	0%		Haige								8	5	10				
	Rework requirements	0%		Aaron, Haige,Nicholas								8	10	20	20			
	Document updated design	0%		Aaron											5	5		
	Test product	0%		Aaron, Haige,Nicholas										8	5	5		
Final report	Presentation preparation	0%		Aaron, Haige,Nicholas												3	4	3
	Poster preparation	0%		Aaron, Haige,Nicholas														3
	Final report submission to D2L and project owner	0%		Aaron, Haige,Nicholas													10	10
	Total work hours			295	15	19	16	21	31	21	20	21	20	38	30	13	14	16

* formally define how you will develop this project including source code management

Legend

Planned	
Delayed	
Number	Work: man hours

Risk Assessment (if applicable)

N/a because there are no risk assessments in this project.

Version Control Plan

The plan for the version control is to make the coding and software in Unity and then export it to our GitHub to maintain and document different versions of the game. The GitHub will have the most updated version of the game and will reflect what code has already been done.

[Other planning] //TBA

- If there is a delay in one of the key task resources, we will work on other key tasks until the only key task is the delayed one or when the key task is essential to doing the other key tasks.

- If any teammate is unavailability or lacks effort, we will meet with them to discuss what they can do to be available or provide more effort. If after the meeting the individual doesn't improve, then we will have a decision by other members of the team to vote the person off the team if deemed necessary.

Signed by:

Sharon Perry   2/1/23
Project Owner   Date