

SPRINT 3

Start: 16/11/2022

End: 29/11/2022

Sprint Goal:

Start designing and developing MVP chess prototype (simple).

Sprint Work:

1. Define technology to be used.
2. Create initial codebase.
3. I want to drag and drop chess pieces to make my moves on a graphical interface so that the app is more interactive and entertaining.

ITEM 1 TASKS:

- Research the most optimal language.
- Choose frameworks and justify them within Requirements Analysis Document.

ITEM 2 TASKS:

- Create project within appropriate editor.
- If possible, start with a template to get basic file structure.
- Push code to GitHub.

ITEM 3 TASKS:

- Front end development of chess board.
- Create sketches/storyboard for web page design and interaction.
- Create necessary UML diagrams.
- Create use-case scenarios.
- Test functionality against use-cases when implemented.

Additional Notes:

- Kanban board: <https://trello.com/b/TubtD2KW/chessai>
- GitHub repo: <https://github.com/ORG4N/ChessAI>
- Assignment deadlines on: 29/11/22

(RED ITEMS PUSHED TO SPRINT 4 BECAUSE OF APPROACHING DEADLINES – REDUCED TASKS TO ALLOW MORE TIME FOR OTHER MODULES' ASSIGNMENTS)