**Retrospections**

**COMP3000**

**Computing Project**

**2022/2023**

**Project Title**

ChessAI – A Chess Practice Tool

**Project Lead Developer / Manager**

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**Project Supervisor**

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**Links**

Source code:<https://github.com/ORG4N/ChessAI>

Kanban board: <https://trello.com/b/TubtD2KW/chessai>

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| Document Revision History | | | |
| **Date** | **Ver.** | **Description** | **Changed by** |
| 16/11/2022 | 1 | Document created. | Callum Organ |

**Document Overview**

A space for the student carrying out this project to express their feelings and monitor progress, as well as to log feedback from the bi-weekly scrum meetings.

Note: *Retrospections only be found from Sprint 2 onwards due to the developer realising a lack of motivation and by being able to express emotions about the progress of the project, they could identify their troubles. Also, retrospections are a large part of Agile development.*

[**Sprint 2** 3](#_Toc125867532)

[**Sprint 3** 3](#_Toc125867533)

[**Sprint 4** 3](#_Toc125867534)

[**Sprint 5** 3](#_Toc125867535)

[**Sprint 6** 3](#_Toc125867536)

Sprint 2

Accomplished everything that I planned for within the sprint plan. Next sprint I should split the work over the two weeks instead of rushing to finish last minute. Also, try to plan workloads around other module’s coursework deadlines.

Meeting notes:

* Determine which technology to use.
* For next presentation screenshot something visual to show.

Sprint 3

Only 1 of 3 items completed. Other 2 items pushed ahead to sprint 4. Next sprint, a doable amount of work should be assigned rather than overloading the sprint with too many jobs. Also, workload should be influenced by ongoing events, such as approaching coursework deadlines. Plan ahead of time by making an abstract overall sprint plan that considers these special dates and the schedule of sprint plans across the academic year.

Did not attend meeting due to approaching coursework deadlines and lack of achievement to report.

Sprint 4

Only 1 of 2 items completed. The uncompleted item was pushed ahead to sprint 5. Both items for this sprint were carried over from previous sprint, therefore not completing them sets me back. Productivity this sprint was low due to just completing assignments and needing to take a short break, however, I started to feel burned out and distressed. Personal life issues also happened and these issues I faced will be added to the risk register.

Did not attend meeting.

Sprint 5

1 of 1 item partially completed. Some sketches, diagrams, and use cases of the application were made. Main issues within this sprint were a continuation of those from the other sprints wherein a mixture of personal life issues and upcoming deadlines. In the next sprint the work will need to be caught up to very quickly due to the past few sprints lacking. In the next sprint the MVP prototype will need to be developed.

Did not attend meeting - unsure if meeting occurred.

Sprint 6

1 of 1 item completed. Implemented Chess board via chessboardjs and chessjs on Javascript backend. Chessboardjs displays board whilst chessjs validates positions. Chessboard was tested by me to see if it works – such as preventing illegal moves and ending when checkmate. Very little sprint work assigned here to cutdown on overloading with different tasks.

Did not attend meeting.

Sprint 7

3 of 3 items completed. Player can choose whether they want white or black, which time category, and which opponent rating. The latter two choices are loaded dynamically from the database by the flask framework. Buttons are added dynamically. The input of each button is validated, and the program makes sure that the submitted values exist within the database. Prevents users from cheating by changing values on their browser. Lots of work done this sprint.

Did not attend meeting.

Sprint 8

3 of 3 items completed. Database implemented in SQLite. Did lots of coding and designed database. Database used to create users and matches. Followed guides on how to implement SQL database.

Did not attend meeting.

Sprint 9

2 of 2 items completed. User can play against an AI at different elo ratings. However, ranges are much narrower than previously stated. Also, did not train my own model or use my own data. Instead, used the already developed Maia models just to prove concept. Future development could involved creating own models and creating new AI options alongside Maia models. Did lots of work this week.

Did not attend meeting.