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 APROACHING DEADLINES – REDUCED TASKS TO ALLOW MORE TIME FOR OTHER MODULES’ ASSIGNMENTS)