

Add an entry below for each day the team meets

Sprint 1

1/23/2025 Attendance

Orion Gregory:

What I did yesterday: Research FEV and Chess Python Frameworks to be used to create a chess simulator

What I will do tomorrow: Begin to develop Chess simulator in python, create program to parse and interpret FEV format chess positions

Obstacles: Lack of python knowledge, first step in progress, so no framework or backlog of work I can reference.

Sebastian Shirk:

Yesterday: Basic research about the project. Looking at different apis and other resources to use for this project.

Tomorrow: Create basic bot in python. Create a website where we can upload the bot and do a very basic run against some AI or other bot.

Main challenges right now will be figuring out how to make sure they can't upload whatever they want/make sure their code works when they upload.

Tejas Bhadoria

Top of Form

Yesterday: Browsing through technologies/frameworks/libraries, which are the most suitable for the project.

Tomorrow: Create a client bot to test it on a basic minimal web app, verify valid python scripts

Bottom of Form

DATE2 – 1/28/2025

Orion Gregory:

Yesterday: Reading stockfish documentation

Tomorrow: Build simple chess bot using just python chess library

Tejas Bhadoria:

Yesterday: Read Docker's and Django's Documentation for better understanding on how to implement them.

Tomorrow: Create a basic web frontend web app to just upload valid python scripts(valid code).

DATE3 – 1/30/2025

Orion Gregory

What I did yesterday: Added FEN outputs on chess bot

What I will do tomorrow: Fix evaluate position function in bot to make decent moves using Stockfish API

Obstacles: Need to have working django, and react framework so I can implement visualization of chess game using chessboard.js

Sebastian Shirk

Yesterday: Tried to start working on django and react. Figure out how those work together.

Tomorrow: Get that actually working/finished with react and django.

Obstacles: Just new software that I need to learn.

Tejas Bhadoria

Yesterday: Setted up React and had a page up running on localhost to upload valid python scripts

Tomorrow: Will try to implement and rest of the components and test it with scripits

Obstacles: Integration of backend with frontend(django and react)

DATE4 - 2/3/2025

Orion Gregory

Yesterday: Added Stockfish eval board function to chess bot, basically impossible to beat now

Tomorrow: Add difficulty slider to stockfish, implement Chessboard.js

Obstacles: need index page/view to implement Chessboard.js

Sebastian Shirk

Yesterday: More research on react and django/ trying to get it to work.

Tomorrow: Shift to using flask rather than django. Getting react to work with flask.

Obstacles: More learning of react, and a whole new library Flask.

Tejas Bhadoria

Yesterday: Built a completely functional web app with both frontend and backend that visualizes chess in real time against a bot(python script)

Tomorrow: Have to make sure that it's using the uploaded script's logic and not the default stockfish engine

Obstacles: Find a way to identify or create a placeholder/universal format for the bot python scripts that users can upload that our web app can recognize

DATE – 2/4/2025

Orion Gregory

Top of Form

Yesterday: Github Pages published, flask working in environment

Tomorrow: More work with Chessboard.js

Obstacles: Still need a index.html view I can implement Chessboard.js

Bottom of Form

Sebastian Shirk:

Yesterday: Got a basic backend done and got it to work with a basic frontend. Edited Github pages with bio information.

Tomorrow: Debug the backend a little. Need to get the backend to work with all types of files. Currently it is stuck need a stockfish file.

Obstacles: Getting around the need for a stockfish executable.

DATE5 - 2/6/2025

Orion Gregory:

Yesterday: Getting Frontend and Backend running locally on machine, working on code to automatically detect working directory and attaching stockfish executable

Tomorrow: FEN Validation, and chess difficulty selector.

Obstacles: Potentially migrating from hosting user bots locally to using API, unsure to future of this aspect of the project.

Sebastian Shirk:

Yesterday: Get everything working on my machine. Look at what more frontend can be added to make it looks nice.

Tomorrow: Look into having users create api's and send api information about FEN positions to and from our server to eliminate the need for users to upload code.

Obstacles: This will be hard.

Tejas Bhadoria:

Yesterday - Read some of the documentation for react libraries to beautify frontend

Tomorrow - Make a readme to test and run the web app locally

Obstacles - Add more functionality and features on both backend and frontend

DATE6 - 2/10/2025

Orion Gregory:

Yesterday: Merge Conflicts

Tomorrow: Sliding bar of difficulty for main stockfish bot

Obstacles: UI design needs to be standardized

Sebastian Shirk:

Yesterday: Finalizing details on frontend for initial merge to main branch.

Tomorrow: Make frontend prettier. Add NavBar to frontend in anticipation of more functionality.

Obstacles: Probably need to get docker up and running.

Tejas Bhadoria:

Yesterday: Learnt material UI for react and API requests handling to integrate it with the app

Tomorrow: Have to change the backend functionality and switch to API handling instead of directly uploading python, add support for testing multiple bots,

Obstacles: Figure out a way to do tomorrow's task

DATE7 - 2/13/2025

Orion Gregory:

Yesterday: Researching other chess bot implementations

Tomorrow: Add simple chess bots for testing

Obstacles: None

Sebastian Shirk:

Yesterday: Tried to get the project running on my local desktop rather than laptop.

Tomorrow: Make the frontend look better.

Obstacles: Making sure the new frontend updates look good and professional.

Tejas Bhadoria:

Yesterday: Implemented new functionality for using FEN requests instead of raw python scripts for bots

Tomorrow: Need to test it and fix bugs

Obstacles: Figure out a way to receive API request(FEN strings) so it can interact with our backend

DATE8 – 2/17/2025

Orion Gregory:

Yesterday - Fixing scuffed dev environment, turns out npm package on my ubuntu environment needed to be reinstalled; Reactified the front page.

Tomorrow - Getting default bot (pre user upload) implemented.

Obstacles - Do not know how routing, and the chess state objects work. Need to do some deep dives into this code.

Tejas Bhadoria:

Yesterday: Implented a whole different approach that uses FEN strings to interact with the app instead of python scripts

Tomorrow: Have to prepare for presentation and work on ppt

Obstacles: A lot of them actually right now everything is unorganized

DATE9 – 2/18/2025

Meeting for Sprint 2 planning.

Attendance: Sebastian Shirk, Orion Gregory, Tejas Bhadoria

Sprint 2

DATE9 – 2/25/2025

Orion Gregory

Yesterday: Implemented react container to store tournament logs on front page of site. Modified app.py and app.js to support this

Tomorrow: Tournament button not entirely working, need to look back at the JS code and figure out why this is an issue

Obstacles: Need to have a user class and user functionality, also need upload bot functionality within tournament.

Sebastian Shirk

Yesterday: Finish up sprint2 planning with team and sponsor.

Tomorrow: Get users implemented so that we can move on with oauth and the rest of the project.

Obstacles: Working with new things that i haven't worked with before

DATE10 – 3/04/2025

Orion Gregory

Yesterday: Added basic backend OAuth implementation, users must now register account before accessing tournament

Tomorrow: Run backend test for OAuth

Obstacles: No user class, need one pretty bad. Especially for stats collection

Tejas Bhadoria:

Yesterday: Read documentation for Oauth

Tomorrow: Integrate oauth with frontend

Obstacles: Organize the project structure, and add documentation

Sebastian Shirk

Yesterday: Added User functionality. Can now login/register as well as upload files.

Tomorrow: Work on CRUD implementation for OAuth

Obstacles: No idea how to do that

DATE11 – 3/18/2025

Orion Gregory

Yesterday: Improved tournament.py to work with bots of all varieties, created standard chess_bot.py class that users can use as template, created dynamic_bot_loader.py that allows users to signify which bots in uploads folder they wish to include in tournament

Tomorrow: Create tournament logs, create tournament object that has data points that would be useful for users to reference to gain insight about each tournament.

Obstacles: No user implementation yet

Tejas Bhadoria:

Yesterday - Nothing (had interviews and OA's for internships)

Tomorrow - Implement Oauth on both backend and frontend, add functionality for uploading bots, Add stats tables on frontend(waiting on creation of an user object)

Obstacles - Integrate Oauth with the PostgreSQL

Sebastian Shirk

Yesterday: Spring Break

Tomorrow: Work on user class to hold bots and after-tournament stats.

Obstacles: Working with OAuth and SQL

DATE12 – 3/20/2025

Orion Gregory

Yesterday: Created tournament_logs functionality

Tomorrow: Frontend migration with new tournament structure

Obstacles: No user implementation yet

Tejas Bhadoria:

Yesterday - Working on OAuth implementation

Tomorrow - Migrating to google cloud PostgreSQL

Obstacles - INo user class

Sebastian Shirk

Yesterday: Configuring Docker to limited success

Tomorrow: Getting Docker to a working state with our project

Obstacles: Working with OAuth and SQL

DATE13 – 3/24/2025

Orion Gregory

Yesterday: Working with Flask-SQLAlchemy

Tomorrow: Getting all documentation for Sprint2 done, get demo in working state

Obstacles: Code smell, code really needs to be split up and refactored into new directories

Tejas Bhadoria:

Yesterday - Working on OAuth implementation, successful

Tomorrow - Getting demo working

Obstacles -

Sebastian Shirk

Yesterday: Researching issues with Docker

Tomorrow: Getting docker container available so project can be hosted

Obstacles: Docker is hard

Sprint 3

DATE14 – 4/1/2025

Sebastian Shirk

RE: 4/1/2025

Yesterday: Review things we need to do for sprint 3

Tomorrow: Finish up with sprint 3 planning.

Orion Gregory

RE: 4/1/2025

Yesterday: Sprint 3 planning

Tomorrow: Coordinate meeting with sponsor to confirm vision. Implement leaderboards on frontend with detailed logs

Obstacles: Time management, joking aside nothing much right now besides OAuth being clunky.

Tejas Bhadoria

RE: 4/1/2025

Yesterday: Sprint 3 planning

Tomorrow: CRUD for admin

Obstacles: Documentation and restructuring the codebase

DATE14 – 4/8/2025

Orion Gregory

RE: Attendance 4/8/2025

Yesterday: Development Environment is extraorindairly scuffed, spent all day trying to get my OAuth client working on linux build of app

Tomorrow: Hopefully have docker container I can just run and use to develop with instead

Obstacles: Really need docker container.

Sebastian Shirk

RE: Attendance 4/8/2025

Today: Meet with sponsor to make sure what we are working toward is what she wants

Tomorrow: Get to work with implementing all the remaining things we need.

DATE15 – 4/15/2025

Attendance:

Sebastian Shirk

Orion Gregory

Tejas Bhadoria

DATE16 – 4/19/2025

Orion Gregory

RE: 4/19 Attendance

Yesterday: Started Flask to Django Migration, should have done this ages ago, but this fixes alot of our problems

Tomorrow: Be completely feature finished. Work on docs

Obstacles: Ensuring and testing all of our features to ensure its in fully working order.

Tejas Bhadoria

RE: 4/19 Attendance

Yesterday: Learnt django and read documentation

Tomorrow: Integrate django backend with react

Obstacles: Change substantial amount of configurations for django(CORS) to make it compatible with react

Sebastian Shirk

RE: 4/19 Attendance

Yesterday: Work on trying to get Admin CRUD

Today: Got all of student and teacher CRUD finished

Tomorrow: Get docker, hosting, leaderboards, and polishing

DATE17 – 4/20/2025

Sebastian Shirk

RE: 4/20 Attendance

Today: Fixed tournamnets that include broken bots, added more features to teacher dashboard, like mass uploading bots, recalculating scores, leaderboard.

Tomorrow: Clean up redundant features as well as lots of documentation

Obstacles: Just lengthy work. Documentation takes a while. Fixing bugs brings up new bugs.

Orion Gregory

RE: 4/20 Attendance

Yesterday: Got fully functional OAuth working again, added some more tournament functionality and tournament multithreading with containerization of individual bots with celery and docker, HOSTING WOOHOO

Tomorrow: Clean up, lots of unused features and buttons.

Obstacles: General clunkiness with hosting

DATE18 – 4/21/2025

Orion Gregory

RE: 4/21 Attendance

Yesterday: Hosted the webapp, multithreaded bots with celery, tournaments are fully functional

Tomorrow: Documentation, Presentation Rehearsal

Obstacles: Still finishing up React, minor inconsistencies when using app locally vs hosted. (Hosted works a lot better)

Sebastian Shirk

RE: 4/21 Attendance

Yesterday: Squashed bugs including tournaments running indefinitely, leaderboard not updating properly, and some other small bugs. Added some small QOL features like sorting leaderboard by tournament name.

Tomorrow: Documentation and sprint materials

Obstacles: Updating React frontend