

Goals

The goal of this first sprint is to create a local chess bot using Stockfish, and create a user interactive chess board for users to play against uploaded bots. Users should also be able to upload their own bots using stockfish, and be able to delete the user uploaded bot they have created. A move history panel should also be created to allow users to see the move history of the game.

Sprint Backlog

ID	Story	Estimated Hours	Priority (1-5)	(Expected) Sprint When Finished	Finished
1	Locally ran chess bot	2	1	1	
2	Create Chessboard on index view	2	1	1	
3	Create upload bot functionality	5	1	1	
4	Create Navbar	1	2	1	
5	Delete User uploaded bots	4	1	1	
6	Move History for chess games	5	1	2	
7	Migrate to Postgressql backend	8	1	2	
8	Bot vs Bot implementation	8	1	2	
9	Chess Bot Difficulty Selector	7	3	2	
10	User Login Functionality	6	1	2	
11	Admin User Management (CRUD)	5	1	2	
12	User Bot Repository	12	2	2	
13	User edit, and delete profile	3	4	2	
14	Leaderboard for bots	4	5	3	
15	Real Time chess visualizations	6	2	3	
16	Tournament Mode	6	5	3	
17	Move analysis	15	3	3	
18	Download other users public bots	15	3	3	