Sprint 1

Monday 10/21

- 11:00 AM -1:00 PM - First team meeting (All members)
    - Looked at project requirements, deadlines, team roles
    - Discussed member performance
        - How well did each member perform in their respective roles for Project 2
        - If they want to switch their role for Project 3
            - Decided that everyone was happy with the role they had, and want to do the same role for project 3
    - Designated roles to each team member
        - Priyatam - Scrum Master/ Team Leader
        - Abinav - Main Developer
        - Ojas - Assistant Developer
        - Liv - Tester
        - Ansh - Documentation / Commenting
    - Figured out meeting times for every day this week using last project's schedule
    - Below each day of documentation, a table of each person's total hours for that day will show:

Member(s)	Hours
Abinav, Ansh, Liv, Ojas, Priyatam	2

Tuesday 10/22

- 1:00- 5:00 PM (Abinav, Priyatam)
  - Researched about ways to implement this program
  - Learned about chessboard.js, socket.io, node.js
  - Downloaded and gained familiarity with chessboard.js
  - Watched YouTube video tutorials to set up an runtime environment in JavaScript
  - By overcoming adversities we were able to have achieve this using socket.io and node.js

- 3:00-6:00 PM (Ansh, Ojas, Liv)
  - Programmed a button for the website
    - This button will later have functionality, but currently was programmed just to learn about how the server can work on two machines.
  - Wrote documentation for the code

Member(s)	Hours
Abinav, Priyatam	4
Ansh, Ojas, Liv	3

Wednesday 10/23

- 6:00-10:00 PM (Abinav, Liv)
  - Did research on how to connect all the libraries together
  - Imported and connected libraries to server
  - Made a functioning game hosting / joining functionality in the server side using node.js
  - Implemented socket.io to establish real-time, bi-directional communication between players.
    - Used socket.io to emit and listen for move events, ensuring both players' boards remain synchronized
  - Tested the server with 2 clients to ensure smooth functionality
- 6:00-7:30 PM (Priyatam, Ansh, Ojas)
  - Made website more visually appealing
  - Helped research on connecting libraries together
- 8:00-8:15 PM (Priyatam)
  - Wrote documentation for the code

Member(s)	Hours
Abinav, Liv	4
Priyatam, Ansh, Ojas	1.5

Thursday 10/24

- 4:00-6:00 PM (Abinav)
    - Created a point system for the game.
        - You get a certain number of points for each piece you capture
            - Eg. +1 point for a pawn, +3 points for knights/bishops.
    - Made the game shop, where you have the ability to purchase power up cards
        - You use the points you get from capturing pieces to purchase a card
- 7:00-7:15 PM (Ansh)
    - Wrote documentation for the code

Member(s)	Hours
Abinav	2
Ansh	0.25