

Tog - Hub Dawgs

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“In order to improve your game, you must study the endgame before everything else. For whereas the endings can be studied and mastered by themselves, the middle game and opening must be studied in relation” - Jose Capablanca



Progress:



Finished:

- Finished login page
- Finished user registration on the client and server
- Added chessboard on the frontend using react
- Added test cases for classes
- Added functionality to server-class skeletons:
 - Board fully initializes
 - MovePiece can validate moves
 - Smaller classes like Square, Position, and the Pieces are finished

To do:

- Finish Game and Player classes & finalize User class functionality
- Request to server to move piece

Process & Decisions:



Process:

- Starting point was React-ChessBoard
- Constructed skeleton classes
- Finalized functionality in edge classes
- Started to add main structural code to Board and Move classes

Decisions:

- Bottom-up development:
 - Smaller, less detailed classes first; then larger, more complex classes
- Use React libraries for the frontend:
 - Already tested & saved time

Login and Registration Pages:

Our login and registration pages were made using the React Material UI library. The most difficult part here by far was getting the “Passwords don’t match” alert and red underline working properly.

Email

Password

LOGIN

REGISTER

BACK

Email

Password

.....

Confirm password

.....

Passwords don't match

REGISTER

BACK



Connected to t09 Hub Dawgs
(http://localhost:8000).

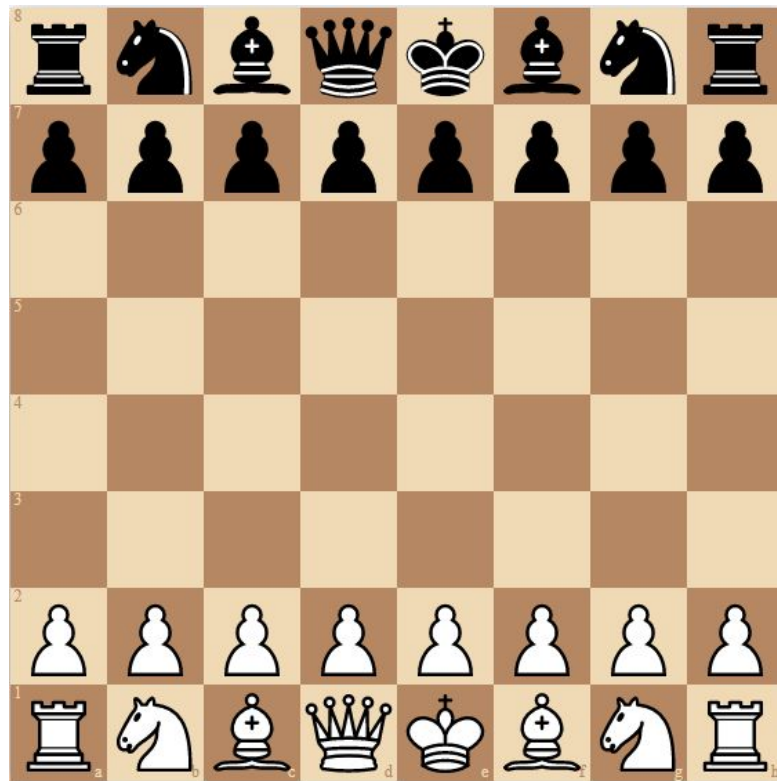


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Game Board

Our client uses React - chessboard library.

This library provides a user friendly digital chessboard which is versatile and can be adapted to Extinction Chess.



Ceremonies:



- Schedule:
 - 2 Sprints during P2
- Things that went well:
 - Active communication
 - Teamwork to problem-solve product code and github issues
 - Work was thoroughly reviewed
- Things that we need to improve:
 - Updating artifacts regularly
 - Distributing work
 - Reviewing and merging PRs sooner
- One thing we will change next time:
 - Assigning tasks to evenly distribute work and diminish confusion