**COM S/SE 319 : Software Construction and User Interfaces**

**Spring 2019**

**Individual Report for 1st Release**

**Group No. 2**

**Project Title: Interactive Chess Game**

**Name: Brad Gannon**

1. **Individual Contribution and Role Description for Release**

* I worked on Trello Story Card No. 2
  + Tasks Completed:
    - Populate board with pieces
    - Place pieces in correct places
* Level of proficiency for the used Programming Language/framework (before and after this project), previous projects and other programming experiences:
  + I had experience with JavaScript, especially during a summer internship, but I was not familiar with React prior to this project. Our team leader, Justin, sent us a YouTube video by Mosh Hamedani that was approximately 2.5 hours long, which went over creating a sample app. Following along and coding with this video gave me a very good idea about how to use React, which I then applied to our chess project. For now, I am not entirely proficient with React, but I would consider myself to have a solid foundation of knowledge that will continue to grow.
* Clearly describe were you a newbie? Are you trying to learn any new language/framework or techniques for this project?
  + I am learning the React library, as well as using Visual Studio Code as my text editor, both of which are new to me. However, I find that I am picking them up very quickly. The learning curve has been a little steep, but I have taken advantage of many resources to learn the material quickly and in an effective manner, which has proven to help quite a bit for this project.
* Individual GIT Statistics/Analytics: (other sample graphs given in template not available yet)
  + **Total Number of Commits:** 4

