

## Code IntegrationCode Integration EXPLAINED!

At the start of this project, we made a google doc and it was shared among members. In this google doc, we listed all of the requirements from code features to all of the documentation files. We all agreed to put our name down next to some of the requirements so that we could easily see what everyone was working on and so that not everyone was working on the same thing. We used GitHub as the main platform for storing our code base. One of the members made a repository. Within this repository, each of the team members made their own branch where they would make their changes. While a team member was developing the features, they would update their branch. Once the team member was confident that their feature worked, they would then merge their branch into the main branch so that everyone could see the changes and also verify that the feature did what it was supposed to do. Based on the integration strategies: All-at-once, Top-down, Botto-up, and Sandwich, we believe that we used the sandwich integration. When working on the project, we had members working on the backend and the frontend at the same time. We started out with getting a basic chess board set up and from there members could easily work on the logic of game pieces and the UI. This was effective because we could catch our design faults within the chessboard and the user interface early and ensure that they worked properly.

-we used a github repository

- Each member had a branch that they updated

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