Sprint Three Plan: Chess, Spassky Squad, Sprint End: March 9, 2018 Ver. 1

Goal of Sprint 3:

The goals of our third sprint is to update and finalize player vs. computer mode, develop player vs. player mode over LAN, and expand functionality to our chess game so that it include further moves (castling, promote, en passant).

Tasks to be Completed:

Story 1) As a player, I want to know if my king is in "check" so I don't move it into check myself.
- Check King movement (2 hours)

    Total hours: 2 hours

Story 2) As a player, I want to be able to play against the computer for when I have no one to play with.

- Update AI class (4 hours)
- Integrate human function (2 hours)

    Total hours: 6 hours

Story 3) As a chess player, I would like to promote my pawns so that I can win the game faster.
- Write promote function (3 hours)
- Have promotion UI (2 hours)

    Total hours: 5 hours

Story 4) As a game developer, I want to expand the game's functionality to include castling, so that this move can be implemented.

- Write castle function (3 hours)
- Have castle UI (2 hours)

Total hours: 5 hours

Story 5) As a chess player, I want to play chess against players far away so that I can improve my competitiveness without having to play against AI.

- Learn Unity multiplayer (3 hours per 2 team members)
- Develop player vs. player mode (7 hours)
- Test player vs. player mode (2 hours as a team)

Total hours: 15 hours

Story 6) As a chess player, I want my pawns to en poisson so that I can use this move to capture the other player's pawns.

- Write en passant function (3 hours)
- Have en passant UI (2 hours)

Total hours: 5 hours

Overall Total Hours: 38 hours

Team roles:

Arom DeGraca: Product Owner
Austin Harmon: Developer
Ari Berkson: Developer, Scrum Master (Beginning of Sprint)
Edgar Mota: UI Designer, Developer
Akobir Khamidov: Developer
Leena Kahlon: Developer, Scrum Master (Remainder of Sprint)

Initial Tasks:

Austin Harmon: Story 1, finishing "check" King movement
Arom DeGraca: Story 2, AI class
Edgar Mota: Story 3, promotion UI
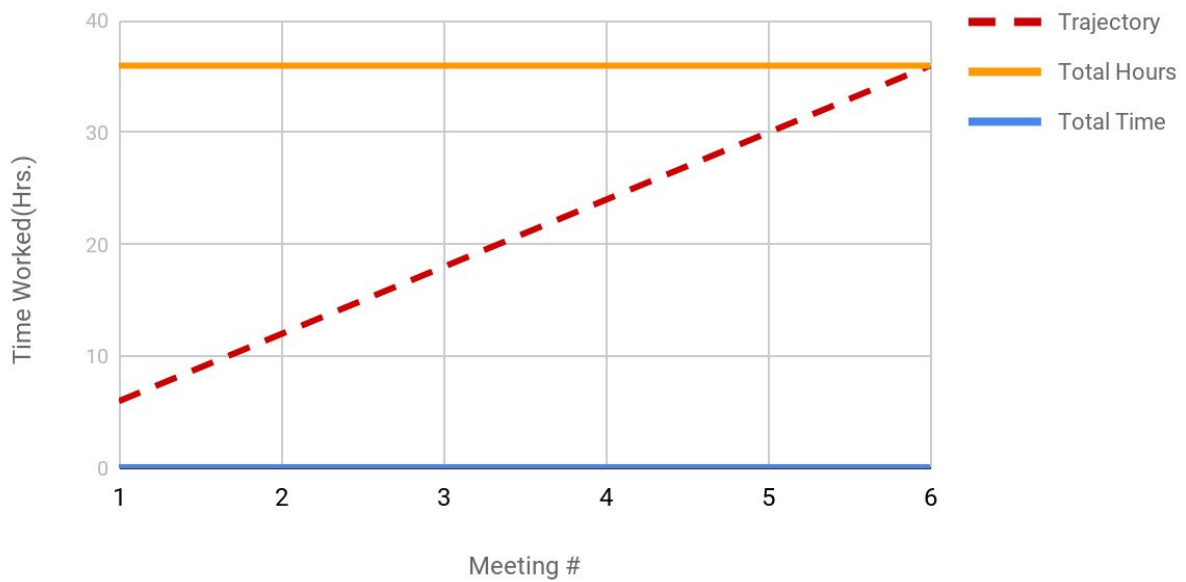Leena Kahlon: Story 4, castle function
Ari Berkson: Story 5, developing player vs. player
Akobir Khamidov: Story 6, en passant function

Initial Burnup Chart:

Burnup Chart
Sprint 3 (Spassky Squad) Room jb316

Scrum Meeting Times:

Room JB 316

Monday: 3:30
Wednesday: 4:30 (meeting W/TA)
Friday: 3:30