

Sprint Two Plan: Chess, Spassky Squad, Sprint End: Feb 21, 2018

Ver. 1

Goal of Sprint 2:

The goals of our second sprint to to integrate the chess models with the chess game, create a UI for the user to interact with, and add more aesthetic features to the game (background models).

Tasks to be Competed:

Story 1) As a developer, I want a game control module so that I can manage all game elements.

- Board Initialization (2 hours)
- Chess Game Class (8 Hours)

Total hours: 10

Story 2) As a player, I want to know if my king is in “check” so I don’t move it into check myself.

- Creating a function that will check for “check” after every move (7 Hours)

Total hours: 7

Story 3) As a player, I want to be able to play against the computer for when I have no one to play with.

- Write Player super class (5 Hours)
- Write Player super class with AI (7 Hours)
- Human Subclass (5 Hours)

Total hours: 17

Story 4) As a user, I want menus to navigate the game so I can choose a mode.

- Creating a functional game menu (3 Hours)
- Creating a functional in-game menu (3 Hours)
- Creating a functional start menu (2 Hours)

Total hours: 8

Story 5) As a user, I want visually appealing background so that I have something nice to look at

- Make Grass (3 Hours)
- Make Sky (3 Hours)
- Make Stands (3 Hours)
- Make Pieces be Highlighted (3 Hours)

Total hours: 12

Overall Total Hours: 54

Team rolls:

Arom DeGraca: Product Owner

Austin Harmon: Developer

Ari Berkson: Developer, Scrum Master (Beginning of Sprint)

Edgar Mota: 3D Modeler

Akobir Khamidov: UI Designer

Leena Kahlon: Developer

Initial Tasks:

Arom DeGraca: Story 1, game management module

Leena Kahlon: Story 1, game management module.

Austin Harmon: Story 2, in "check" functions.

Ari Berkson: Story 4, highlighting specific pieces.

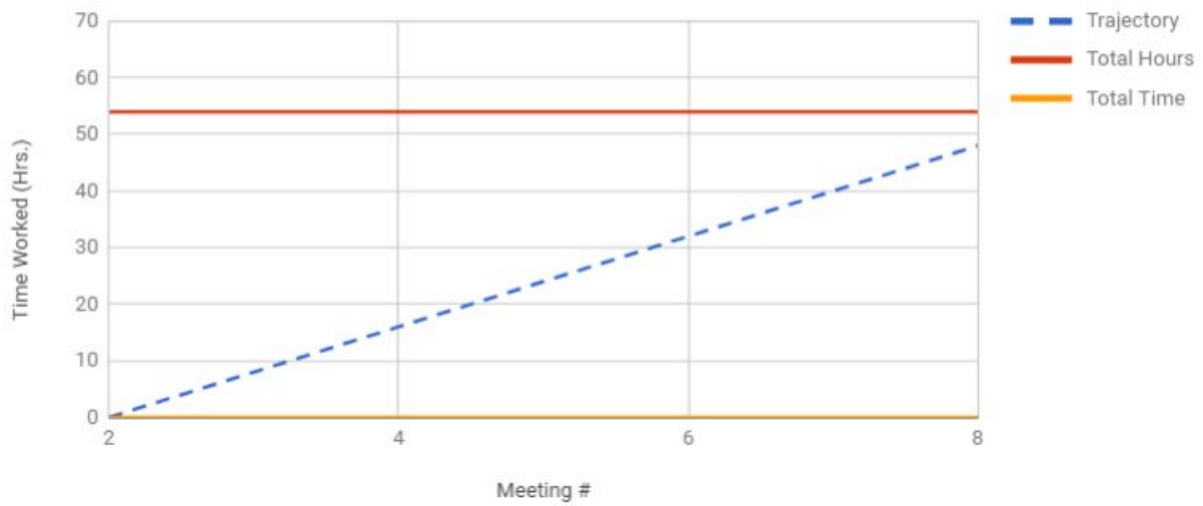
Edgar Mota: Story 4, modeling.

Akobir Khamidov: Story 3, Main menu design.

Initial Burnup Chart:

Burn Up Chart

Sprint 2 (Spassky Squad) Room jb316



Scrum Meeting Times:

Room JB 316

Mondays: 3:30

Wednesday: 4:30 (Meeting W/TA)

Friday: 3:30