

Release Plan

Product Name: Chess

Team Name: Spassky Squad

Release Name: Initial Release

Release Date: 23 March 2018

Revision 1

Revision Date: 23 January 2018

High Level Goals

- Be able to complete a game of chess vs. an AI
- Be able to complete a game of chess vs. a player over LAN
- Be able to complete a game of chess vs. a player on the same machine
- Be able to play a timed challenge mode

User Stories for Release:

- Sprint 1
 - As a QA, I want the chess board and pieces to be implemented so I can make sure the game will function.
 - As the UX designer, I need the 3D models of the chess pieces and board to make sure the game will have an interface for the user to interact with.
 - As a player, I want the pieces to move correctly so that I can play according to the rules of chess.
- Sprint 2
 - As a developer, I need to implement the minimax algorithm so that the AI will play with its optimal moves.
 - As a product tester, I need to play against the AI so that I can test the difficulty of our game in the player vs computer mode.
 - As a player, I want a beginner, intermediate, and advanced mode so that the game will be fun to play.
- Sprint 3
 - As a product tester, I need to ensure that 2 players are able to use our game over LAN
 - As a developer, I need to add functionality to the game so that it can work in player vs player mode over LAN

Product Backlog

- A timed challenge mode
- As a player, I want a tutorial so that players know how to play

Project Presentation

<https://docs.google.com/presentation/d/1PvWATxz-eQxzH6UJbPy5nY-g2dBkLKSxKOG-mVTflu4/edit#slide=id.p3>