

Project Release Plan

Chess
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Team 9

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Project Release Plan

Chess

- Brief outline of problem/opportunity
 - We wanted to create a fun game for the purpose of learning AI and multiplayer networking.
- 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

Cmps-115/Chess

Sprint 1 user stories

Our goals for sprint 1 is to make the chess board and pieces visible,
The high level goal is player vs player(Same machine)

Sprint 2 user stories

For sprint 2 our goal is to implement the minimax algorithm,
The high level goal is player vs computer

Sprint 3 user stories

In the third sprint we would like to have players play over the LAN,
The level goal is player vs player (LAN)

Project Release Plan – Architecture

Cmps-115/Chess

See chess.xml for uml rough draft

Chess

Challenge/Risk 1 Learning C#

Challenge/Risk 2 Learning Unity

Chess

Technology 1 The Unity3d engine

Technology 2 Languages: C# and HLSL

Technology 3 Unity uses various frameworks such as Mono and NVIDIA PhysX.

Technology 4 Development environment: Microsoft Visual Studios