

P3 Presentation

DedicatedRAMs Team

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Design

Row: Tasks, Column: Classes	ChessBoard	ChessPiece	Knight	Bishop	Rook	Queen	King	Pawn	Game	Player	Vest	Move	Piece Movement	Move History	GameUI
95. Create ChessPiece Class		X													
105. Create ChessBoard Class	X														
118. ChessBoard toString()	X														
96. Knight Class			X										X		
97. Bishop Class				X									X		
99. Rook Class					X								X		
102. Queen Class						X							X		
100. King Class							X						X		
104. Implement Castling	X						X						X	X	
98. Pawn Class								X					X		
103. Pawn En Passant								X					X	X	
108. Game Check Logic	X						X			X				X	
121. Implement Player Class										X					
107. Implement Plundering	X	X	X	X	X	X	X	X	X	X	X	X			
109. Game Checkmate Logic	X								X	X				X	
132. Implement Vest Class		X									X				
150. Implement Movement Class			X	X	X	X	X	X				X	X		
123. Game Draw Logic	X														X
123. Pawn Upgrade	X							X							
107. Implement Game Class	X								X						
121. Implement Player Class									X	X					
208. Pawn Promotion User Input	X														
224. Player With Class	X	X	X	X	X	X	X	X	X	X			X	X	X
231. EnPassant UI	X							X	X				X		X
232. Castling UI	X						X		X						X
204. Plunder UI - Movement	X														X
206. Draw/Checkmate UI									X						X
205. Check UI															X

Traceability Link Matrix

0 Issues - 0 Story Points

New Issues

Newly created Issues land here automatically.

0 Issues - 0 Story Points

Icebox

Low priority, un-prioritized Issues that are not immediate priorities.

8 Issues - 7 Story Points

Backlog

cs414-f20-Dedicat... #281
Must Have User Stories

Filter by Epic Issues

Epic

cs414-f20-Dedicat... #319
Should have user stories

Filter by Epic Issues

Epic

cs414-f20-Dedicat... #320
PROFILE UI

P3 - final sprint

Should have user stories

1

cs414-f20-Dedicat... #321
Matches inside match history

Should have user stories

1

cs414-f20-Dedicat... #322
Friend invite

P3 - final sprint

Should have user stories

1

cs414-f20-Dedicat... #323
Friends List

P3 - final sprint

Should have user stories

6 Issues - 8 Story Points

In Progress

cs414-f20-Dedicat... #328
ASYNC: Games UI - to show current games being played

P3 - final sprint

Must Have User Stories

1

cs414-f20-Dedicat... #329
GamesRequest

P3 - final sprint

Must Have User Stories

1

cs414-f20-Dedicat... #313
ASYNC: Asynchronous game play

P3 - final sprint

Must Have User Stories

3

cs414-f20-Dedicat... #335
Update Dev manual

P3 - final sprint

Code Cleanup

1 documentation

cs414-f20-Dedicat... #315
ASYNC: GamesUI - should show if its the user's turn for the game or if they are in check

P3 - final sprint

Must Have User Stories

0 Issues - 0 Story Points

Review/Ready to Merge

Issues that should be completed if a pull request is merged.

50+ Issues - 31 Story Points

Closed

cs414-f20-D... #351

fix king check, more law of demeter. Create FrameUI interface

cs414-f20-Dedi... #346

fix king highlighting - when in check

P3 - final sprint

1 bug

cs414-f20-Dedi... #280

Code Cleanup

Filter by Epic Issues

Epic

cs414-f20-Dedi... #316

INVITE: Invites can be sent to offline players

P3 - final sprint

Must Have User Stories

1

cs414-f20-Dedi... #312

INVITE: Accept invitations/receive notifications

P3 - final sprint

Must Have User Stories

2

cs414-f20-D... #350

Kanban

Sprint Output

Lee, Cathy

Date	Updates	Impediments
11-17-20	Delete User feature - account settings on start page	
11-19-20	Still working on delete user, modifying database accessor	
12-01-20	Delete User Account - Now removes games from players who delete accounts	
12-03-20	Updating design artifacts - TLM and Kanban Board	

Faour, Najy

Date	Updates	Impediments
11-17-20	Finished move and plunder coordination, started on saving game state.	
11-19-20	working on async, added save request/response	
12-01-20	Asynchronous	
12-03-20	Async - pretty close still need to load games	

Liem, Ethan

Date	Updates	Impediments
11-17-20	Code Cleanup, Fixed Notifications, Illegal Moves, Cleaned up game logic	
11-19-20	Bug fixes, work on class diagram and updated tlm	
12-01-20	Code cleanup, law of demeter, etc.	
12-03-20	Fixing Check	

Wahlstrom, Axel

Date	Updates	Impediments
11-17-20	Linked Client, ClientUI, and Server in UML Diagram, Began work on InviteUI	
11-19-20	Invite UI - Not present during this meeting	
12-01-20	Invite UI - Just need to populate tables with invites	
12-03-20	Invite UI - Final Features	

GameLogic Package

ChessBoard	
Responsibilities	Collaborators
<ul style="list-style-type: none">- Moves, captures, and plunders ChessPieces on the board- Allows for the use of vests from plundering- Initializes the starting positions of ChessPieces- Keeps track of the board state (stalemate, check, checkmate)- Promotes a pawn when it reaches the end of the board- Knows which Player can move pieces and which King is in check based on player color.- Contains a history of the moves that have been made.	<ul style="list-style-type: none">- Game- Player- ChessPiece- Move History- Vest

ChessPiece	
Responsibilities	Collaborators
<ul style="list-style-type: none">- Knows its position on the ChessBoard- Has a color based on the player.- Knows whether it has moved or not.- Belongs to a Chessboard- Is either a rook, bishop, knight, pawn, queen, king- Can gain a Vest of another piece- Knows what ChessPiece's it can plunder- Knows the Vest it has on- Knows what legal moves it can make, in and out of Check	<ul style="list-style-type: none">- Player- Chessboard- Vest- Movement

Piece Movement	
Responsibilities	Collaborators
<ul style="list-style-type: none">- A collection of movements that a ChessPiece can make	<ul style="list-style-type: none">- ChessPiece

Vest	
Responsibilities	Collaborators
<ul style="list-style-type: none">- Denotes which movement a ChessPiece has plundered based on a unique color.- Knows the move a ChessPiece can make based on its vest.	<ul style="list-style-type: none">- ChessPiece- ChessBoard

Game	
Responsibilities	Collaborators
<ul style="list-style-type: none">- Has two players and knows the current player.- Has a Game Status- Has a chessboard- Notifies players of plundering, checkmate and stalemate.- Increments the turn- Allows the player to move, capture and plunder based on player input	<ul style="list-style-type: none">- User(s)- Game Status- Chessboard- Game History- ChessBoardUI- Player

CRC Cards

Class Diagram

1. As a user, I can play plunder chess

Notes	<ul style="list-style-type: none">- A user should receive dialog when they plunder a piece, and should receive dialog to use that plundered move- The game should tell you what legal moves a ChessPiece can make- The board should look the same for both players (i.e. the player should always be the on the bottom of the game
Acceptance Criteria	<ul style="list-style-type: none">- The game and its pieces follows the rules of Chess and Plunder chess.- Players are not allowed to move pieces illegally and illegal moves don't change the state of the game.- A player should only be able to move a piece during their turn.- A player should be notified when they can plunder a move, and if they want to use that plundered move.- A game should end with a winner and a loser, or be a draw.- The game should notify users when a player is in check.- A game should also provide users with a GUI to play Plunder Chess- The GUI should include methods to get input from the user to control the game logic- The player should only receive a notification for checkmate and nothing else when it happens- A player should be able to plunder when using a plundered move to plunder a piece.- The plundering player should only receive game prompts.- Both players should receive prompts about checkmate, draw and whether they won or lost.- Only the player who is put in check should receive a prompt to move.- A player should be notified when a piece has limited movement because moving that piece would cause check.- The king is highlighted when the opposing player is put into check and un-highlighted after they escape check.

Tasks	<div>95. Create a ChessPiece class</div> <div>96. Knight Class and LegalMoves()</div> <div>97. Bishop Class and LegalMoves()</div> <div>98. Pawn Class and LegalMoves()</div> <div>99. Rook Class and LegalMoves()</div> <div>100. King Class and LegalMoves()</div> <div>102. Queen Class and LegalMoves()</div> <div>103. Pawn - En Passant</div> <div>105. Create ChessBoard Class</div> <div>121. Create Player Class</div> <div>150. Create Movement Class</div> <div>285. Separate client package into gamelogic and client</div> <div>288. Law of demeter - board/move history</div> <div>291. reimplement addMoveToMoveHistory method</div> <div>296. UI notifies player when they can't move a piece due to check</div> <div>289. Remove turn order from chessboard</div> <div>294. Cleanup class names</div> <div>297. reimplement simulate move method</div> <div>298. PlunderUI only one player is notified</div> <div>304. reimplement ChessBoard move Method</div> <div>327. Retool chessboard tests</div> <div>292. Game event handling removed from ChessBoard</div> <div>77. Implement ChessPiece Plundering</div> <div>104. King - Castling</div> <div>107. Implement Games Class</div> <div>108. Implement Checking</div> <div>109. Implement Checkmate</div> <div>124. Pawn - Upgrade</div> <div>123. Implement Draw</div> <div>132. Implement Vest Class</div> <div>232. Castling - UI</div> <div>231. EnPassant - UI</div> <div>228. Add UI capturing and plunder dialogs</div> <div>224. Connect Game with Player Class</div> <div>217. Server on CS computer</div> <div>208. Pawn Upgrade</div> <div>207. Plunder - replace vest</div> <div>206 Win lose draw - and checkmate</div> <div>205. Check UI</div> <div>204. Plunder - using movement</div> <div>203. Plunder - vest and obtaining</div> <div>202. ChessPiece - highlight possible moves</div> <div>201. ChessPiece - movement</div> <div>200. ChessBoard UI</div> <div>146. Capture piece for En Passant Move</div> <div>129. Move (request)</div> <div>104. Implement Castling for the King</div> <div>76. Add to UI the option to steal captured piece's moves (</div> <div>75. Add support for multiple games to the UI</div> <div>48. Add basic UI for ChessBoard</div> <div>49. Add basic UI for ChessPieces</div>
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User Stories

Development Manual



DEMO IN
VIDEO