

SCRUM Meeting Minutes

March 21, 2019 - 6:30 pm

- SCRUM master was chosen
- Initial team organization was discussed (simple assessment of java experience)
- Planning for needed structure for the overall project (lists vs. queues)

March 24, 2019 - 1:45 pm

- Agreed on time-estimates for the Product Backlog tasks, also assigned tasks to different people for Sprint 1
- Heuristic model and it's requirements
- How we want to structure the players and the AI
- Current updates:
 - Initial GUI has been built
 - Board updates according to user-input - logic has not yet been implemented for where pieces can legally move

March 25, 2019 - 10:30 am

- Merge work between branches
- Current updates:
 - Dustin implemented the moving cases and capture logic for the pieces
 - Dawson implemented the client-server model across like-networks

March 25, 2019 - 10:10 pm

- Organization of merges
- Logic of check - how to store potential moves of the opposing team

March 26, 2019 - 5:00 pm

- Update on the problems with the merging
 - When board is being updated, the board was being cleared incorrectly and returning null errors
- Handling disagreement and addressing what needs to change going forward
 - Agreeing to communicate when things change so nothing gets done twice or
- Initialize game in game.java, not in AI.java

March 29, 2019 - 3:00 pm

- Update on check/checkmate
 - Overhaul of previous check logic - now more simplified and more accurate
 - Still some need for verification in odd cases and checkmate
- For Sprint 1, on track. Game is functioning and prompts users as expected.