Team Project 2: Chess AI

SPRINT 3

Team Members: Abigail Dougherty, Dawson Fields, Dustin Ladd
Scrum Master: Abigail Dougherty

Table 1: Product Backlog, an outline of tasks that need to be completed to implement the Chess AI.

Product Backlog				
Product Name: Chess AI	**Scrum Master:** Abigail Dougherty		**Start Date:** 3/21	**End Date:** 4/14
Task	**Priority**	**Time Estimate (Hours)**	**Status**	**Remaining Hours**
Sprint 1			**Start Date:** 3/21	**End Date:** 3/29
User enters a click-defined move	1	3	Complete	0
Board updates according to user input	1	3	Complete	0
Game checks if input is valid (move validation)	1	72	Complete	0
User gets a response for an invalid input	2	3	Complete	0
Determining winner/loser	3	3	Complete	0
Sprint 2			**Start Date:** 3/30	**End Date:** 4/5
Finalize checkmate	3	3	Complete	0
Heuristic model to select intelligent moves	1	72	Complete	0
AI looks one move ahead in tree	2	1	Complete	0
Minimax implementation	1	72	Complete	0
Sprint 3			**Start Date:** 4/6	**End Date:** 4/14
alpha-beta pruning 1 level	3	3	In-progress	3
alpha-beta pruning all levels	1	72	In-progress	72
alpha-beta pruning more effective by sorting	1	72	In-progress	72
Networking (client-server)	2	72	In-progress	72
End of game screen	3	3	In-progress	3
Option to return to menu or start again	3	3	In-progress	3
Welcome Screen Interface	3	3	In-progress	3
Start New Game	3	3	In-progress	3
Team Selection	3	3	In-progress	3
Game Options	3	3	In-progress	3

Table 2: Sprint 3 Backlog, prioritized tasks with time estimates for Sprint 3. Each task has team members assigned to it. In Sprint 3, the team will have a complete Chess AI game including alpha-beta pruning and client-server capabilities

| Task	Priority	Time Estimate (Hours)	Team Member
alpha-beta pruning 1 level	3	3	All
alpha-beta pruning all levels	1	72	Dustin
alpha-beta pruning more effective by sorting	1	72	All
Networking (client-server)	2	72	Dawson
End of game screen	3	3	Abigail
Option to return to menu or start again	3	3	Dustin
Welcome Screen Interface	3	3	Abigail
Start New Game	3	3	Dustin
Team Selection	3	3	Dawson
Game Options	3	3	Abigail
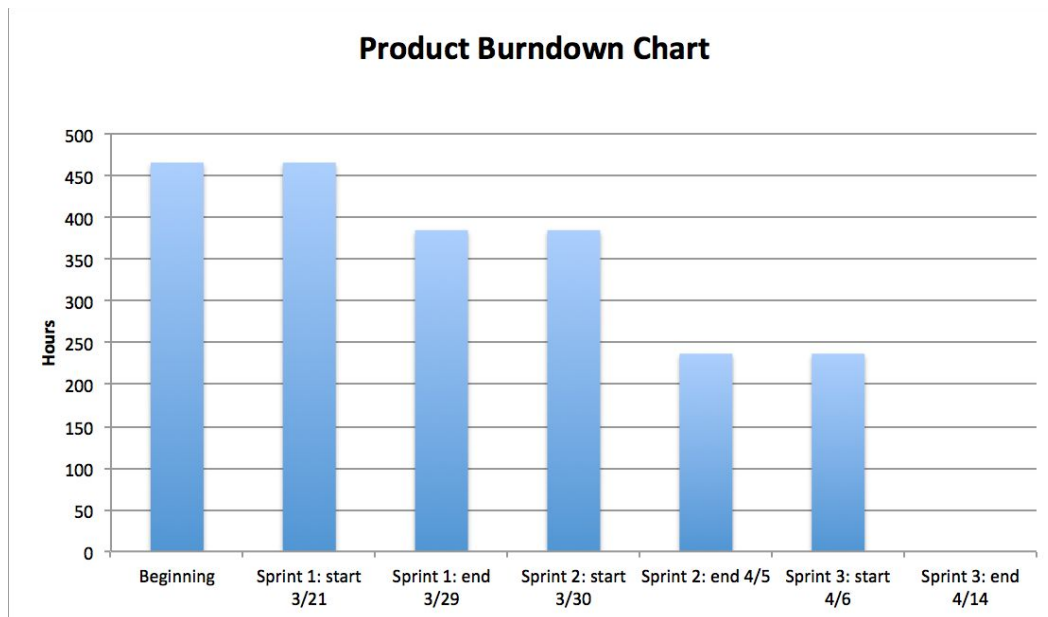
Figure 1: Current Project Burndown Chart, this documents the remaining total hours until the project is expected to be complete.
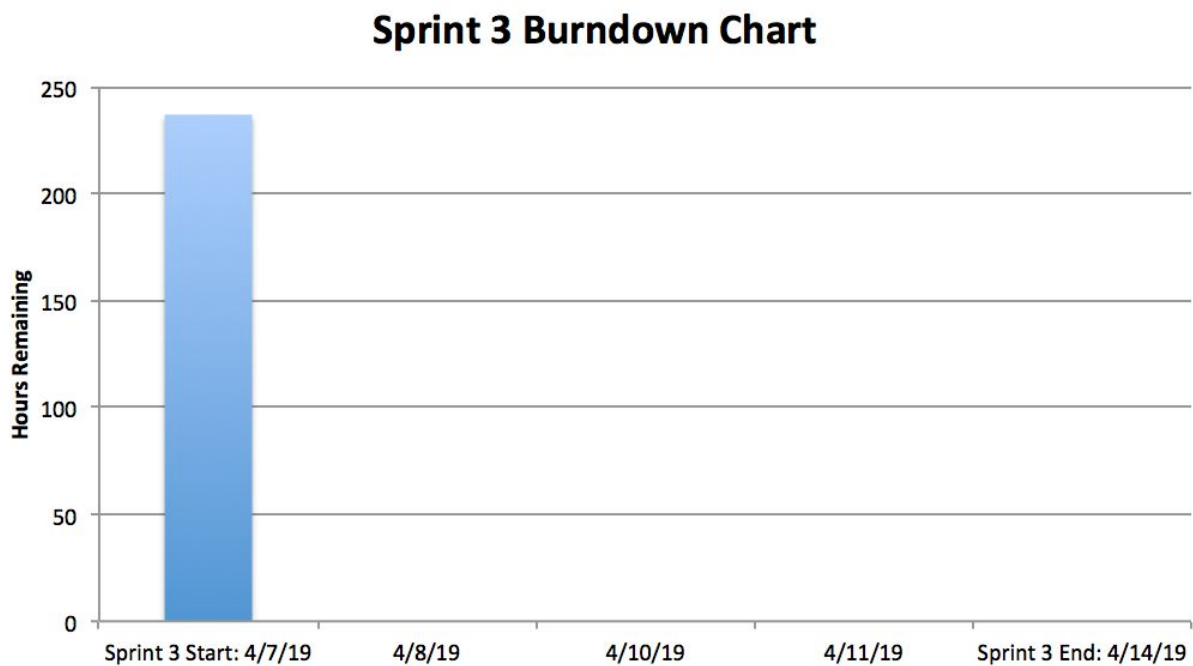

Figure 2: Initial Sprint 3 Burndown Chart

Scheduled SCRUM Meetings:

4/8/19 - 3:00 pm

4/10/19 - 5:00 pm

4/11/19 - 4:30 pm