Team Project 2: Chess AI

SPRINT 1

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 in input is valid (move validation)	1	72	In-progress	72
User gets a response for an invalid input	2	3	In-progress	3
Determining winner/loser	3	3	In-progress	3
Sprint 2			**Start Date:** 3/30	**End Date:** 4/5
Heuristic model to select intelligent moves	1	72	In-progress	72
AI looks one move ahead in tree	2	1	In-progress	1
Minimax implementation	1	72	In-progress	72
alpha-beta pruning 1 level	3	3	In-progress	3
Sprint 3			**Start Date:** 4/6	**End Date:** 4/14
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 1 Backlog, prioritized tasks with time estimates for Sprint 1. Each task has team members assigned to it. In Sprint 1, the team will have a fully functioning two-player chess game built with a java-based user-interface.

Sprint 1 Backlog		**Start Date:** 3/21	**End Date:** 3/29
Task	**Priority**	**Time Estimate (Hours)**	**Team Member**
User enters a click-defined move	1	3	Dustin/Dawson
Board updates according to user input	1	3	Dustin/Dawson
Game checks in input is valid (move validation)	1	72	All members
User gets a response for an invalid input	2	3	Abigail
Determining winner/loser	3	3	All members

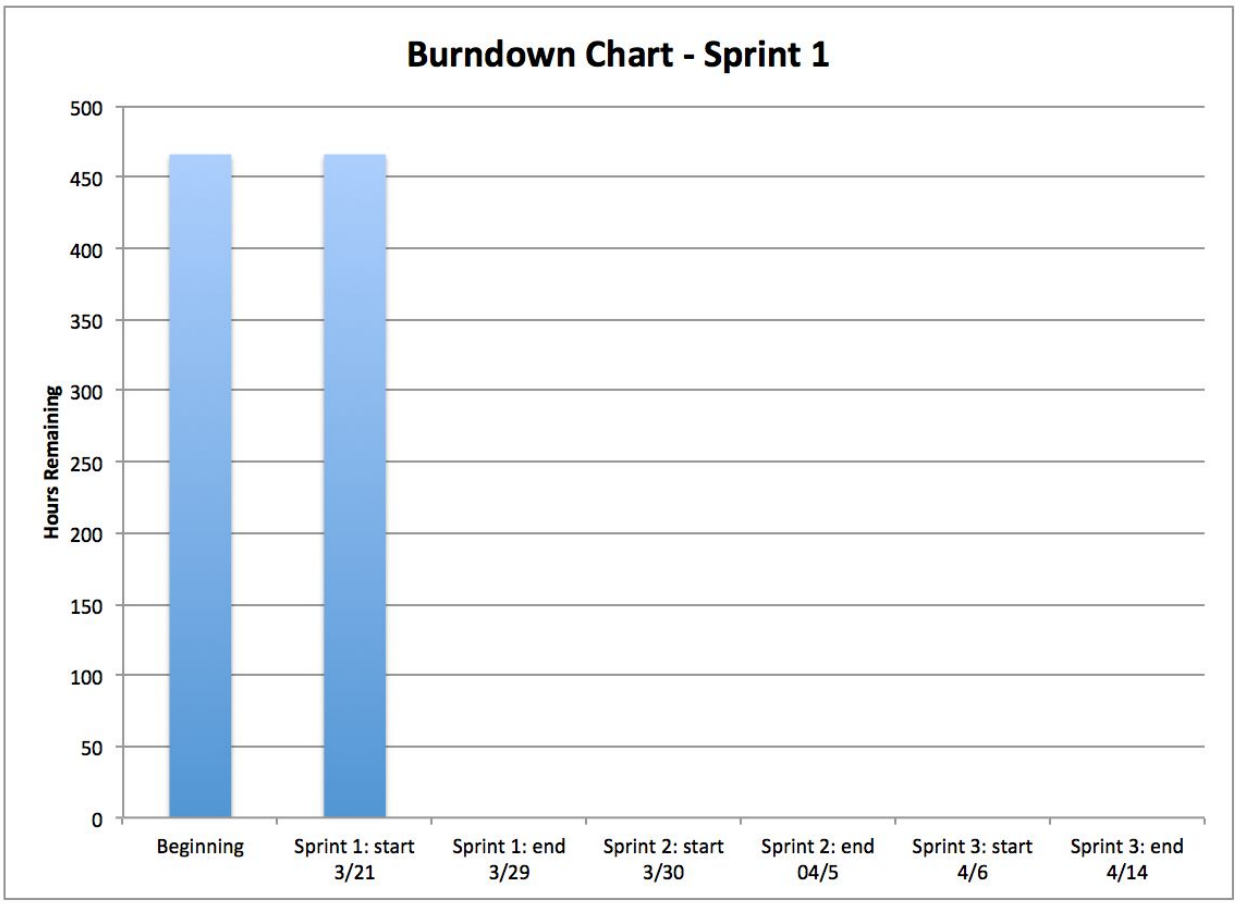

FIgure 1: Initial Burndown Chart, this documents the remaining total hours until the project is expected to be complete.

Scheduled SCRUM Meetings:
3/21/18 6:30 pm
3/24/18 1:45 pm
3/27/18 4:00 pm
3/28/18 11:00 am