SCRUM Meeting Minutes

SPRINT 1

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.

SPRINT 2
March 31, 2019 - 3:45 pm
- Discuss plans for sprint 2
    - All work on minimax and create a simple heuristic model
- Progress: check has been finalized

April 2, 2019 - 9:00 pm
- Discuss minimax logic
- Some initial AI code has been implemented, but not fully debugged
- Some restructuring of the code is necessary
    - Certain functions currently in game need to be separated - GUI needs to be its own class

April 4, 2019 - 9:15 am
- Restructure of classes has been implemented
- Minimax implementation progress with logic, but not implemented yet
- Simple heuristic has been made

April 5, 2019 - 11:00 am
- Minimax has been implemented, but there are currently issues with the initial movepiece functions.
- AI can look ahead and play against itself, but there are still some minor bugs in program
- Continued work needed to finish the sprint - debugging the logic errors