

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

SPRINT 3

April 8 - 8:00 pm

- Decided on final tasks that each team member would focus on for the final deadline on Sunday April 14
 - Dustin will focus on alpha-beta pruning and minimax improvements
 - Dawson will focus on the client-server interaction and multithreading
 - Abigail will focus on adding user-friendly functionality to the GUI
- Discussed how to change the client-server implementation to better fit the requirements

March 9 - 5:30pm

- Discuss restructuring necessary for client - server
- Server is where the game moving logic is implemented
- Server will pass board states dependent on the validity of the client's move
- Client just has graphics - server does all of the computing
- Response.java will now interact with both sides
- By the end of this project - ultimate goal is to have the server be located somewhere external from the client

March 10 - 10:00 pm

- Minimax function needs to be reworked, max functionality is working
- Client-server has been implemented
- Restructuring that was needed for client-server implementation has been made

March 13 - 11:00 pm

- Clarifications on how client-server needed to be finished
- Current status of project:
 - Minimax done
 - Main menu made
 - Client server working between two computers
- Need to do before deadline:
 - Alpha-beta pruning
 - Client-server with single player and ai-ai games
 - Finalize end-of-game logic