

Persona	Need	Reason	Priority	Date Added
Team	Decide how we want to design Chess Game	So we can start designing	25	11/5/19
Model Designers	Design Chess Board and Chess Piece relationship	These are two of the fundamental parts of chess need to have a solid relationship	25	11/7/19
Model Designer	Chess Piece Class	Basic Part of Chess	20	11/8/19
Model Designer	Create A Board to Hold the Chess Piece	Basic Part of Chess	20	11/8/19
Model Designer	Create Methods in Chess Piece's that tell them they are allowed to move, based off identity and the identity of the pieces around them	Pieces have to know how they are able to move	20	11/9/19
Developer	UML Diagram	To see the layout of the project	5	11/11/19
Model Designer	Be able to use the Chess Piece Methods on the board	Chess Game requires users have the ability to move pieces	20	11/12/19
Model Designer	Create a string representation of the Board so we can see what is happening.	Want to be able to check our work and keep moving forward.	25	11/13/19
Model Designer	Remove captured pieces from the board	In Chess when you land on an opponents piece you capture it we want to store this information use	18	11/13/19
Model Designer	Allow the user to move pieces around in interface	Useful for testing our code	15	11/14/19
3D Designer	Find a 3d library to implement into our chess game	We need a 3d library to use in our GUI	20	11/15/19
Network Designer	To design a connection between two systems so that they can communicate	So that we can have network play	20	11/15/19
Network Designer	Figure out how we are going to send information from a server to a client	We need a way to deliver information back and forth	22	11/16/19
Model Designers	Design how checkmate will work	Need a way to end the game	5	11/16/19
View Designer	Create view classes to represent all the pieces that make up a chess game. I.E (Squares, Board)	Need things to represent in the view	25	11/16/19
Network Designer	Research threads to find how to listen for messages from the other side of the socket while also running JavaFx	So that two people can play over the network!	23	11/17/19
Team	Design how controller will interact with the view	Essential part of MVC	25	11/17/19

Model Designer	Create a RuleMaster that will keep track of not the king is in check	We need to know this in order for to win the game	15	11/18/19
View Designer	Set up scene graph and put the view class chess pieces together	This is the GUI the player will interact with	20	11/19/19
Controller Designer	Create events when pieces are selected so model and view are updated	Fundamental part of MVC	25	11/20/19
View Designer	Create a spot for captured pieces	Shows the players what pieces have been captured	10	11/20/19
Controller Designer	Put pieces that are captured into the capture spot in the view	Need to connect these two	5	11/20/19
3D View Designer	Get a 3d library implemented into our project	Need a 3d library for 3d chess	15	11/23/19
3D View Designer	Implement 3d libraries into a 3d view	We want the user to be able to have a 3d game	15	11/23
Network Designer	Have A working network for 2 people to play over a network	two people can play over a network	21	11/20/19
Network Designer	Create a movement object that encapsulates what we need to send	Need to send information back and forth	20	11/23/19
Network Designer	Create a server client relationship that can send back and forth movement objects	Server Client sockets are basis for network relationship	25	11/24/19
Network Designer	Create players that utilize the server client relationship instantiated by the controller	Need a way for the controllers to interact to talk	25	11/27/19
Controller Designer	Implement the player classes	So that we can talk back and forth	25	11/30/19
Network Designer	Set up threads in the player classes	We need to run javaFX and listen for networking messages	25	12/2/19
Controller Designer	Give the user an option for multiplayer play	So that they can play over a network	25	12/4/19
Controller Designer	Bind piece colors to menu options	Allow the players to select color	25	12/4/19
Controller Designer	Allow the player to switch between 2d and 3d designs	Allows the user to use our 3d and 2d designs	25	12/4/19
Team	Refactor and clean up design	So that it looks clean for the client	25	12/6/19