

T14 P10

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Overview

- Progress Summary
- Re-design
- Implementation Progress
- Agile Development
- Project Management Artifacts

Progress Summary

- Main focus on code implementation
 - Creation of all classes
 - Front-end implementation
 - Piece properties
- Game Board Creation
 - Website now holds a rough draft of a UI implementation
- Focused on breaking the main project into smaller sections for each team member to handle

Redesign

- Main focus on cohesion between User and Match classes
 - Database as middle man for storing and exchanging information
- Small changes in board, pieces, and game rules class
- Ensure that each class serves its own purpose, not just extensions of other classes
- All methods in classes have a distinct and clear purpose

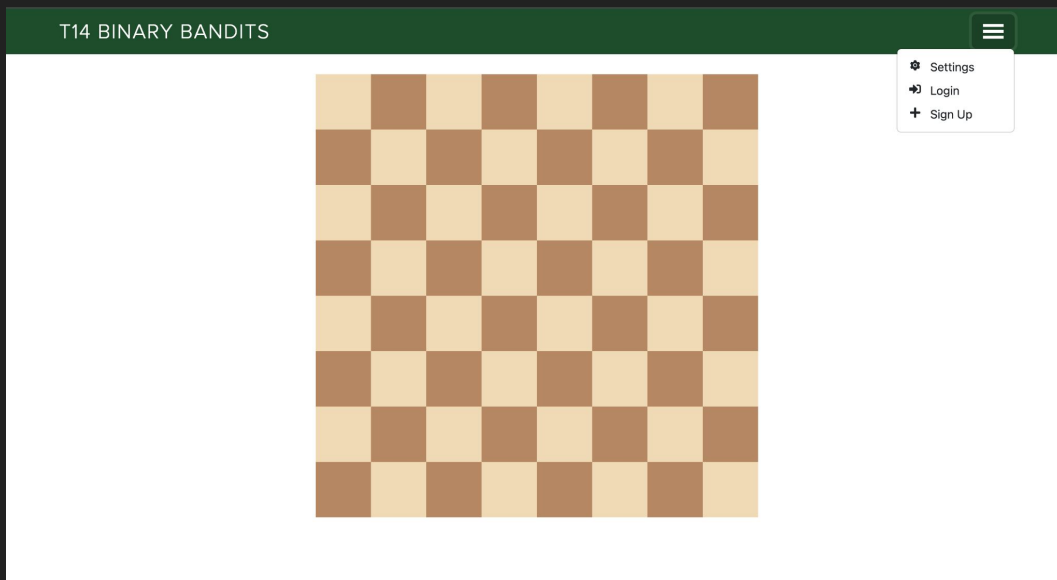
Implementation Progress

- Game

- Core mechanics of game implementation
 - Piece movement
 - Early progress in match initialization
 - Database

- Client

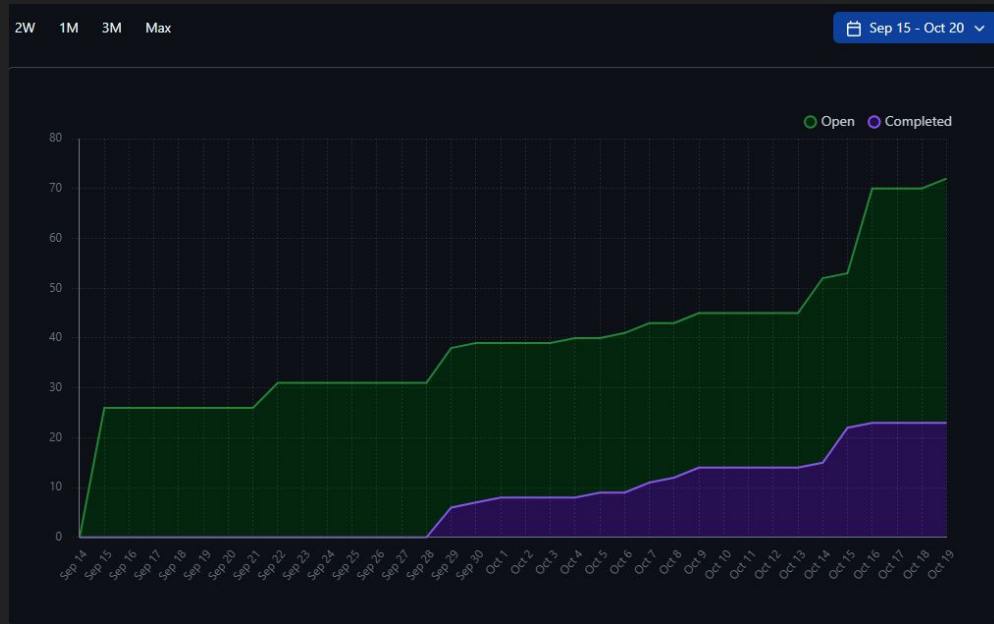
- Basic user interface
 - Simple chess board
 - User login
 - User signup



Agile Development

During these past five weeks, our team has effectively utilized our Agile development process to ensure that our progress on implementation was successful. We regularly held team meetings outside of class to discuss our progress, any blockers, and questions we had. We created an appropriate amount of issues for the work we expected to complete this sprint, and adjusted our UML diagram as needed based on our team meetings.

Project Management Artifacts



Types

Class	GRASP	Mark (X/O)
NL - ChessPiece.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, X, X, O, O
NL - ChessRules.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, X, X, X, X
NL - GameBoard.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	O, X, X, X, X
EL - User.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	O, O, X, X, O
EL - Match.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, X, X, X, O
EP - MatchHandling.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, X, O, X, O
EP - UserHandling.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, X, O, X, O
BL - Invitation.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	X, O, X, X, X
BL - InvitationHandling.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	O, O, X, X, X
NT - Tile.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	O, X, X, O, X
NT - UserProfile.java	Creator, Controller, Information Expert, Pure Fabrication, Polymorphism	O, X, X, X, O

Questions?