Phase 2: Execution

T11 - Team Samarium

Progress

- Created Login / Registration Page

- Created Match Page

- Created Empty Chess Board on Match Page

- Created Database for Users and Matches

- Created API for client and server communication for Matches

- Created Database methods for the server to communicate with the database for Matches

- Created all Classes necessary for Extinction Chess (ChessBoard, ChessPiece, etc.)

To Do

- Player Profiles

- Match History

- API and Database methods for Users

- Extinction Chess Functionality

Design Decisions/Changes

- Make separate "Rules" class to contain win conditions for Extinction Chess.

- Make individual classes for each SQL statement to be used by API and Server

  - Cleaner code practices and adds reusability

- Used ChessboardJSX to display the chessboard

- Used FEN String format for ChessboardJSX

Database

```
MariaDB [cs414_team11]> select * from matches;
+----------+---------------+---------------+---------------+-------------------------------------------+--------------+---------------+
| match_id | match_p1      | match_p2      | match_turn    | match_board                               | match_active | match_winner  |
+----------+---------------+---------------+---------------+-------------------------------------------+--------------+---------------+
|        1 | test@test.com | test2@test.com | test@test.com | rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR |            0 | test@test.com |
|        2 | test@test.com | test2@test.com | test@test.com | rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR |            1 |               |
+----------+---------------+---------------+---------------+-------------------------------------------+--------------+---------------+
2 rows in set (0.001 sec)

MariaDB [cs414_team11]> select * from users;
+---------+----------------+---------------+----------------+
| user_id | user_email     | user_username | user_password  |
+---------+----------------+---------------+----------------+
|       1 | test@test.com  | testuser      | testpassword   |
|       2 | test2@test.com | testuser2     | testpassword2  |
+---------+----------------+---------------+----------------+
2 rows in set (0.001 sec)
```

Login Page

Login | Registration

Login

Email [Enter email]

Password [Enter Password]

[cancel] [Login]
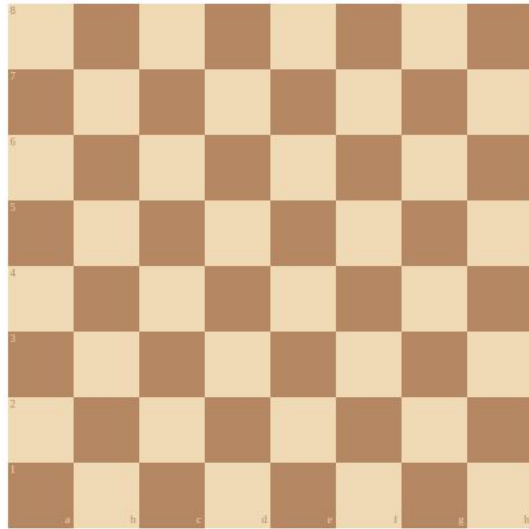
Registration

Email [Enter email]

Password [Enter Password]

[Register]

Match Page

Scrum Ceremonies

Review

We were able to create the Login / Registration page, the Match page, the empty chess board on the Match page, the Database to contain Users and Matches, the API for Client and Server communication for Matches, the Database methods for the Server to communicate with the Database for the Matches, and all of the Classes necessary for Extinction Chess (like ChessBoard, ChessPiece, etc).

We did not get to creating the player profile and match history user interfaces, the API and Database methods for Users, or creating the Client functionality for playing the game.

Scrum Ceremonies

<u>Retrospective</u>

Things that went well

We got the majority of the platform outlined through our class diagram and how we plan to implement a lot of the functionality. We also got most of the barebones of the project created.

Things we need to improve

We need to work on being more efficient with our time. Due to inefficiency, we were unable to complete a few things we had planned on completing by this date.

One thing we will change next time

One thing we will change next time is continue to improve our communication with each other by asking for help as soon as we get stuck.