# Phase 1: Planning & Design

# Progress

**User Stories** 

Class, Responsibilities, Collaborators (CRC) Cards

Class Diagram

Kanban Board

**Scrum Ceremonies** 

# **Extinction Chess**

Checkmate is not a win condition.

All pieces have their standard starting positions and movements.

Once a player captures all pieces of a single type (all pawns, both bishops, etc.), the game is over.

Pawn promotion is allowed.

Castling the king in check is allowed.



# Decisions

Leaving tasks as notes until they are assigned.

Keeps "Issues" clean

Using labels to differentiate tasks for epics for the time being

Drew the class diagram

May change format to make updates easier

## Scrum Ceremonies

#### **Review**

We completed the User Stories, Kanban Board, CRC Cards, Class Diagram, and Tasks for the Kanban board.

We did not complete the Traceability Matrix.

#### **Retrospective**

#### Things that went well

Our group has been very understanding when difficulties arise. When team members are unable to commit as much time due to life circumstances or competing classes, the group has been very positive in the response and understanding.

### Scrum Ceremonies

#### **Retrospective**

#### Things we need to improve

We need to work better as a team on our work consistency and communication. The schedules for our team are extremely different, so mutual times to work on projects or hold meetings is extremely difficult. This means that using our team communication channels on Teams and Slack are going to be essential for our team success.

#### One thing we will change next time

Prioritize our communication on Slack and Teams to better coordinate our work on the project.

# In life, as in chess, forethought wins.

- Charles Buxton