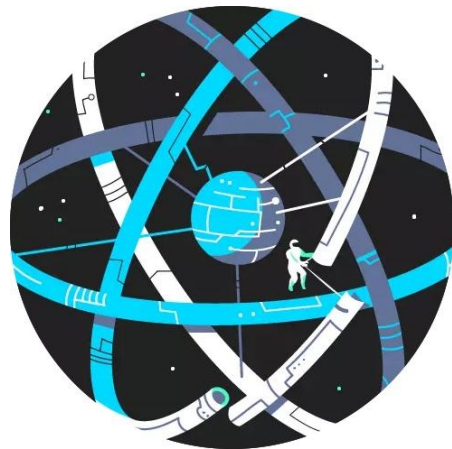




# xGame P2

Team ReaKt (t02)



Kassidy Barram



Matt Young



Darin Harter



Lani Brooks



April Kelly

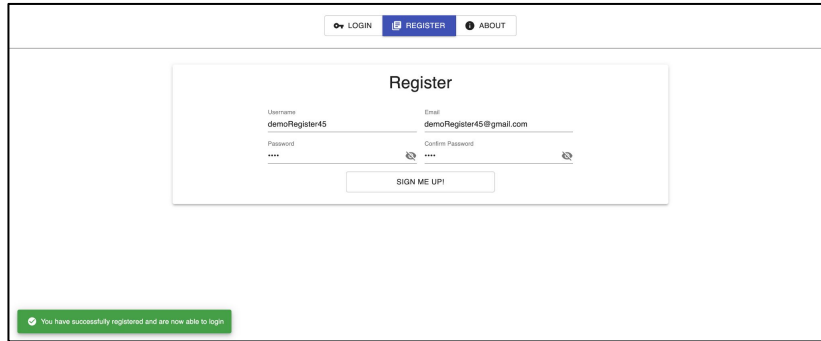


Aaron Lawrence



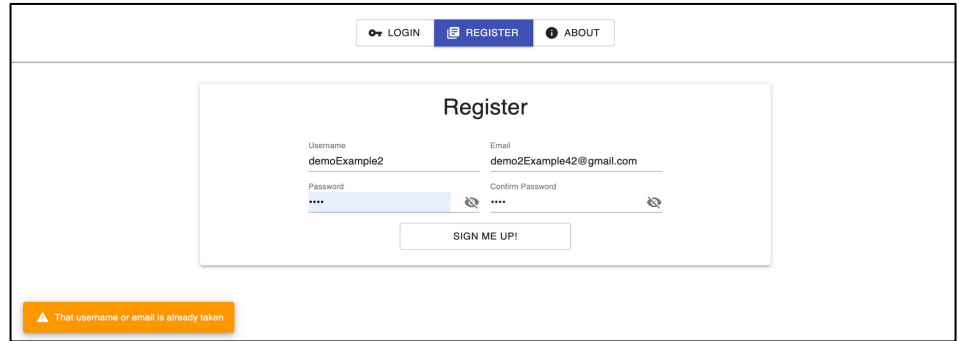
# Registration

Successful registration alerts user that they can log in. This updated the database with the new user's credentials



The screenshot shows a web application with a navigation bar containing 'LOGIN', 'REGISTER', and 'ABOUT' links. The 'REGISTER' link is highlighted. Below the navigation bar is a 'Register' form. The form contains the following fields: 'Username' with the value 'demoRegister45', 'Email' with the value 'demoRegister45@gmail.com', 'Password' with masked characters '\*\*\*\*', and 'Confirm Password' with masked characters '\*\*\*\*'. There are eye icons to toggle password visibility. A 'SIGN ME UP!' button is at the bottom of the form. At the bottom left of the page, a green notification banner reads: 'You have successfully registered and are now able to login'.

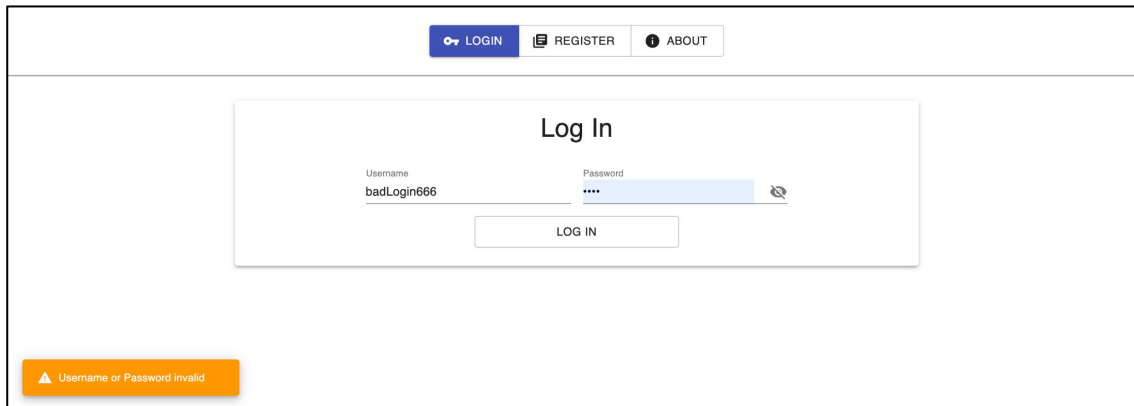
Registration is verified, and unsuccessful registration informs the user that they were not registered



The screenshot shows the same web application as the first one, but with an unsuccessful registration. The 'REGISTER' link is still highlighted. The 'Register' form shows the following fields: 'Username' with the value 'demoExample2', 'Email' with the value 'demo2Example42@gmail.com', 'Password' with masked characters '\*\*\*\*', and 'Confirm Password' with masked characters '\*\*\*\*'. There are eye icons to toggle password visibility. A 'SIGN ME UP!' button is at the bottom of the form. At the bottom left of the page, an orange notification banner reads: 'That username or email is already taken'.

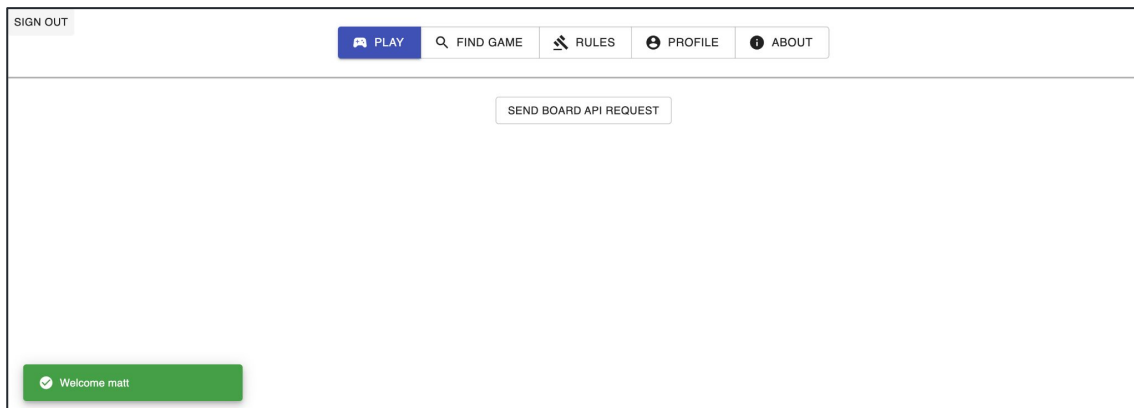
# Login

If the username or password is incorrect, notification will alert user



The screenshot shows a web application's login page. At the top, there is a navigation bar with three buttons: "LOGIN" (blue), "REGISTER" (white), and "ABOUT" (white). Below the navigation bar, the main content area features a "Log In" form. The form has two input fields: "Username" with the value "badLogin666" and "Password" with masked characters "....". A "LOG IN" button is positioned below the password field. At the bottom left of the form area, there is an orange error notification box that reads "⚠ Username or Password invalid".

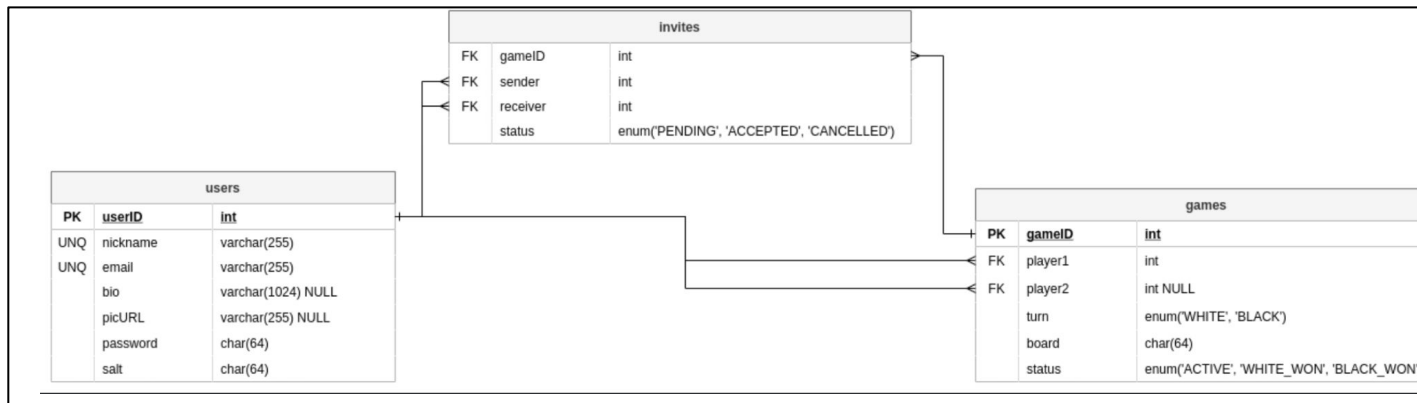
Play page will display when login is successful



The screenshot shows the same web application after a successful login. The navigation bar now includes a "SIGN OUT" link on the left and a "PLAY" button (blue) in the center. To the right of the "PLAY" button are four buttons: "FIND GAME" (white), "RULES" (white), "PROFILE" (white), and "ABOUT" (white). Below the navigation bar, the main content area features a button labeled "SEND BOARD API REQUEST". At the bottom left, there is a green success notification box that reads "✔ Welcome matt".

# Database

- Setup connection to cs414\_team2 DB
- Tables for users, games, and invites
- Use salts and hashing for passwords
- Represent board with 64-character string
  - rnbqkbnrppppppppp-----PPPPPPPPRNBQKBNR

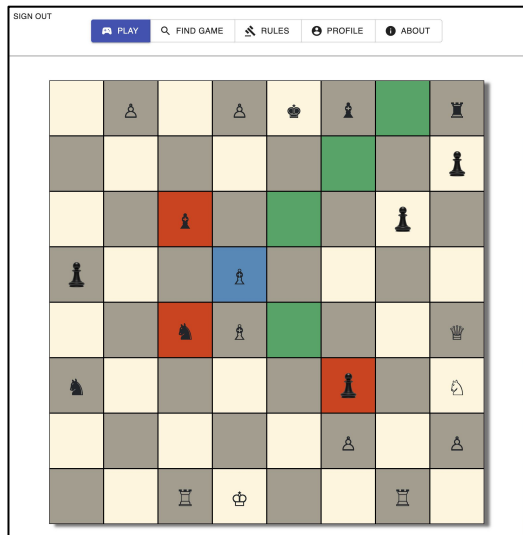


# Server side Chess

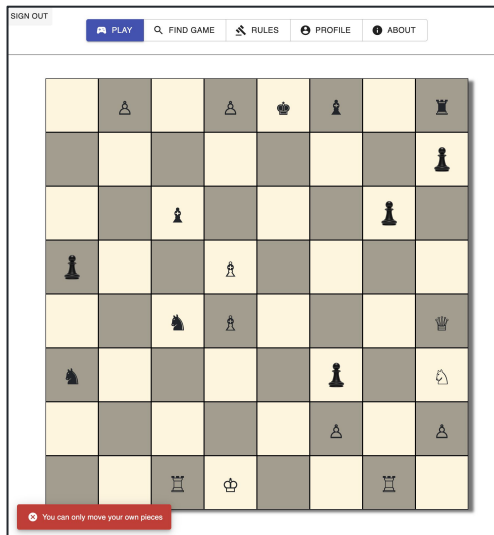
- Implementing Extinction Chess
  - Queen & Knight move logic
  - En Passant
  - Castling
  - Pawn Promotion
  - Turns
  - Win Condition
- Persistent board states using the Board API and database

# Client Side Chess

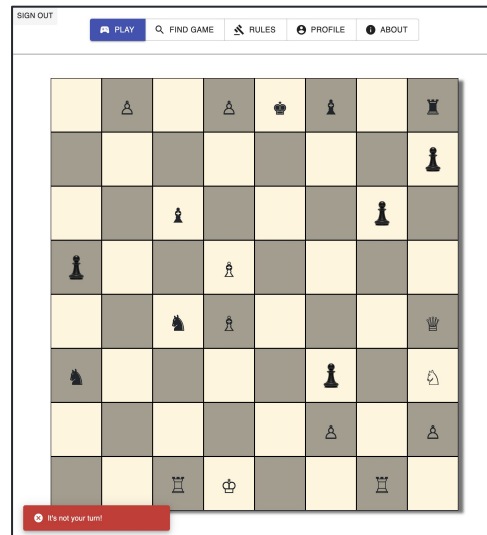
Legal Moves API  
displays legal  
moves on the board



Verify that you can't  
move your  
opponent's pieces



Verify that you can't  
move out of turn



# Process/ Scrums

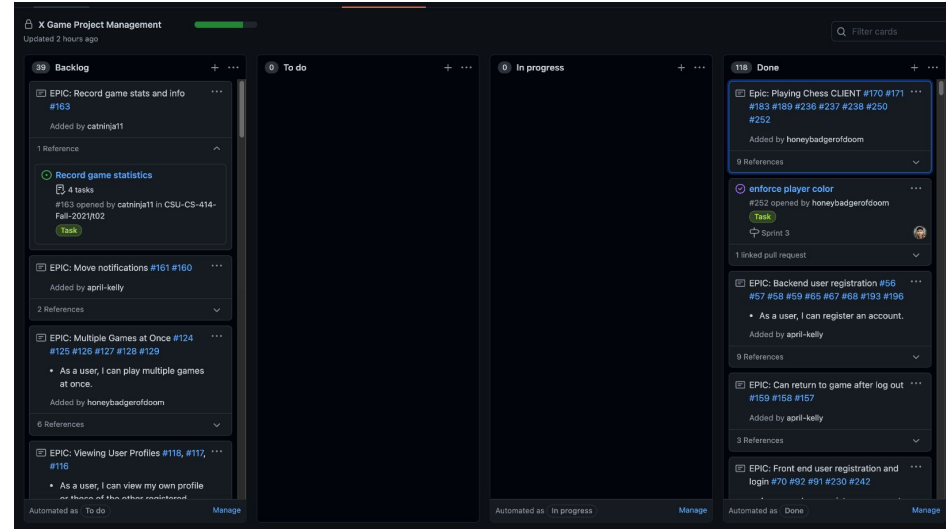
Completed 7 epics/ user stories (57 tasks)

Two 2-week sprints

- 1: Database, chess UI, piece move logic
- 2: Connect client to server: update board, show moves, register/ login

Daily standups

- Mon/Wed/Sat at 1pm on Teams
- Use study rooms for bigger planning



# Sprint Retrospective

## Things that went well:

- Communicated well as a team.
- Excellent progress on user stories - finished what we planned.
- Delegated tasks in small teams.

## Things that we need to improve:

- Hold ourselves accountable.
- Keep our remote repo cleaner by deleting old branches.
- Utilize more design patterns.
- Refactor for Code Climate maintainability.

## One thing we will change next time:

- Merge or close pull requests faster.



# Future Plans

- Base functionality that we're still working on
  - New game API
  - Game invitation
  - User search
  - Delete account
  - Profile display/update
  - Allow users to switch between games
- Features to come, from recent client interview
  - Chat
  - Chess bot
  - Tournaments
    - Badges

Questions?