

Team 7

Members: Jose Castanon, Audrey Wong, Shanna Zhou,
Tianchen Liu, Jonathan Julian, Inez Wibowo

Milestone One

Due Date: June 25th, 2019

1. Our team will be doing the chess game.
2. Our team will be building an online real-time multiplayer Chess game, in which players can create and join game lobbies. The user will be able to create an account, log in, and log out. Players will be able to communicate through a global chat or through a private chat reserved for those in the game lobby. Users can also spectate ongoing games, and participate in the lobby chat.

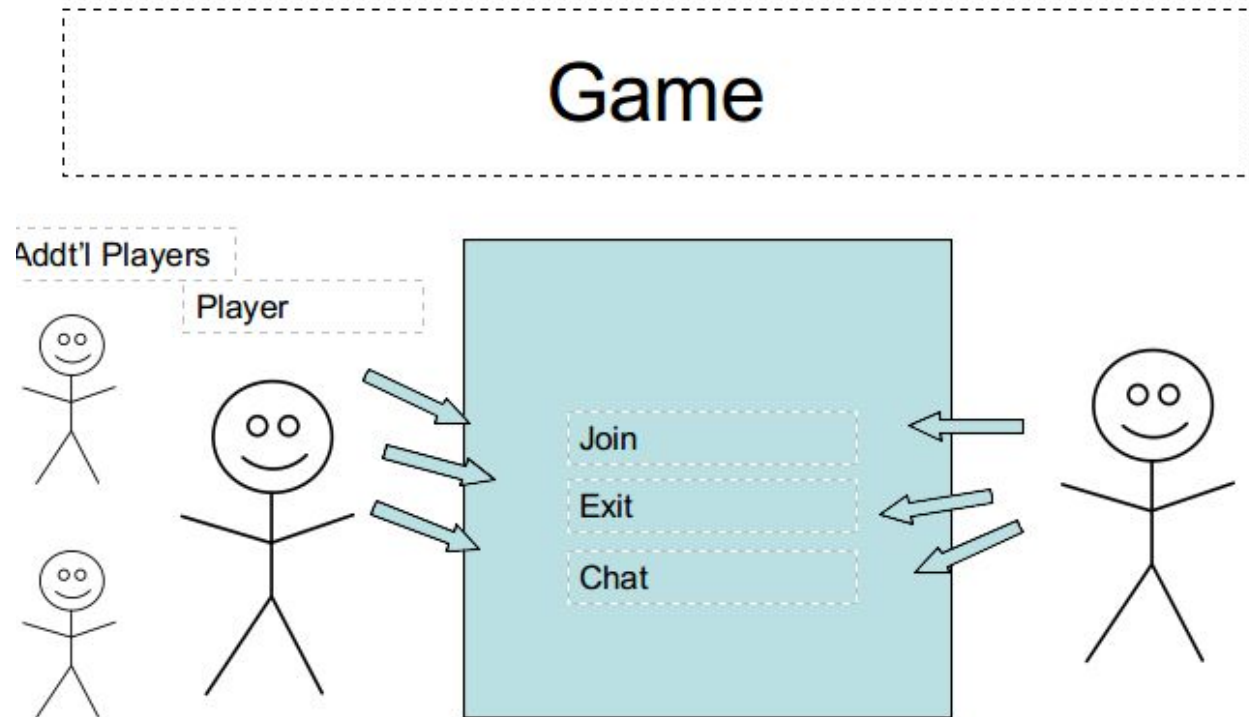
A user can participate in any amount of games concurrently, and they will be able to go back and forth between each game. The game states will be persistent, so if a player leaves the page or logs out, they will be able to go back to their ongoing games. In a game, players will be shown relevant game data such as the current player's turn, move timer, and game conditions the user should be aware of (check/checkmate/stalemate).

The game board will be shown to the user in a lobby, along with the pieces on the board. The user can interact with the game board through dragging and dropping pieces into the desired position on the board. While the user is dragging a piece around the board, they will be shown the positions where they are allowed to move the piece to. If the player is waiting to play their turn and the opponent finishes their turn, they will be notified of the change. When a game is over, the players will be able to challenge each other to a rematch or close the lobby.

3. Server Provider: AWS
 - a. Web Server: Node
 - b. Server Side Language: Javascript
 - c. Framework: Express
 - d. Frontend Technologies: React, Bootstrap
4. Team Roles:
Jose Castanon - Team Lead/ Front-end Developer
Audrey Wong - Front-end Lead/ Document Writer
Shanna Zhou - Front-end Developer
Tianchen Liu - Back-end Lead/ Proof Reader
Jonathan Julian - Back-end Developer/Git Master
Inez Wibowo - Back-end Developer
5. Use cases and model:
 - a. Saved game state:
Jack played with John, but logged out to go do an errand. He comes back and logs in and sees it his turn, sees his chat history. Jack plays his turn and responds back to John.

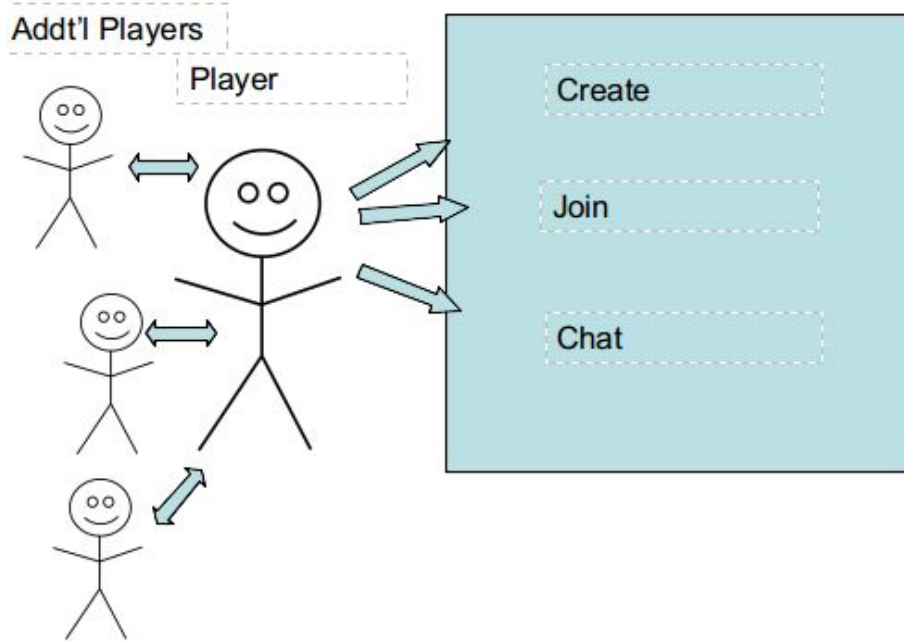
- b. While Mary plays the chess game with Jill, she gets an invite to play a game by John in the lobby. She accepts the challenge and starts an additional game with John.
- c. Susan comes to the site to check in with her friends on global chat.

Game Model



Lobby Diagram

Lobby



6. Snapshot of team repository

Collaborators

GitHub, Inc. [US] | https://github.com/csc667/csc667-su19-Team07/settings/collaboration

Appsapp develBillsImported From IEBuy One Get One FSU ONLINElincoln billsDeploying a Node








Webhooks

Notifications

Integrations & services

Deploy keys

Collaborators


 Anthony asouza88	Admin	X
 Inez W inezwbis	Write	X
 crazykushu	Write	X
 shannazhou	Write	X
 Jonathan Julian jjulian91		X
 jcastan4	Write	X
 audreyp96	Write	X

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