Sprint Planning

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| --- | --- | --- |
| Team Name | Sprint Start Date | Sprint End Date |
| Chess Masters | 2020-08-04 | 2020-08-10 |

|  |  |  |
| --- | --- | --- |
| Stories Committed To | Points Committed To | Estimated Hours |
| 5 | 10 | 8.5 h |

# Sprint Backlog

*Replace this text with the User Stories and Tasks the team commits to complete in this sprint. Include the name of the team member responsible for completing each task and an estimate on the hours it will take them to complete it.*

Dylan Roberts

User input (2 h)

Validate commands, parse them, and pass them into the board

Joe Reed

Print board to console (0.5 h)

Initial board setup (2 h)

Initialize board with pieces (0.5 h)

Validate a given move according to the layout of the board (go/no go) (1.5 h)

Pieces in the way

Capturing

Don’t worry about check yet

Travis Eggett

Model pieces (2 h)

Store position

Validate a given move according to the piece’s rules (go/no go)

Josh Conlon

Set up two-player system, alternating turns (2 h)

Sprint Retrospective

|  |  |  |
| --- | --- | --- |
| Stories Completed | Points Completed | Actual Hours |
|  |  |  |

# What was good?

*Replace this text with every practice and procedure your team used that was effective, useful, and/or improved your overall output.*

# What was bad?

*Replace this text with every practice and procedure your team used that was ineffective, wasteful, and/or diminished or impeded your overall output.*

# Ideas

*Replace this text with ideas for what your team might do to improve the team dynamic, individual contribution, and/or quality of the final product.*

# Actions

*STOP! Fill out, then read out loud the previous three sections. Discuss as a team everyone’s answers. Then, replace this text with actions you can take next sprint to implement at least some of the ideas your team generated.*