Sprint Planning

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| --- | --- | --- |
| Team Name | Sprint Start Date | Sprint End Date |
| Chess Masters | 2020-08-11 | 2020-08-17 |

|  |  |  |
| --- | --- | --- |
| Stories Committed To | Points Committed To | Estimated Hours |
| 5 | 11 | 10 |

# Sprint Backlog

Dylan Roberts

User input

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

Implement forfeit

Joe Reed

Detect checkmate

Check whether all pieces are immobile

Check whether it's just the king left and he hasn't got any valid moves

Check whether king is in check and no one can save him

Notify the player that they've lost

Travis Eggett

Detect check

Notify player on check

When moving a piece, determine whether it places the opponent in check

Before moving a piece, determine whether it places the self in check

Josh Conlon

Implement and integrate turn-taking

Check whether input piece is the correct color

Sprint Retrospective

|  |  |  |
| --- | --- | --- |
| Stories Completed | Points Completed | Actual Hours |
| 5 | 11 | 7 |

# What was good?

All stories were completed on time. We have a working executable that plays a working game. We managed our hiccup (below) smoothly.

# What was bad?

Josh died ☹

We reached out to him multiple times and received no response. We redistributed his tasks and completed them without him. The lack of communication from Josh was problematic, but we were able to work around it quickly enough to prevent problems.

# Ideas

* Bug hunting
* Elide the menu step from user input
* Consider supporting standard chess algebraic notation

# Actions

We’ll ship our product to beta testers and solicit feedback on broken, confusing, or improvable features.