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 |
|  |  |  |

# 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.*