Team 2 Project 3 Sprint 2 Documentation

Task Overview

Requirement ID	Description	Story Points	Priority	Sprint No.
3- Chess Logic Design	Add a service class design for each entity including king, queen, rook, bishop, knight, pawn, board.	8	2	2
4- Game End Logic	Add logic for being in check, game ending in checkmate, etc.	1	12	2
6- King Chess Piece Object	Contains logic to determine valid moves for the King piece	2	4	2
7- Queen Chess Piece Object	Contains logic to determine valid moves for the Queen piece	2	5	2
8- Rook Chess Piece Object	Contains logic to determine valid moves for the Rook piece	2	6	2
9- Bishop Chess Piece Object	Contains logic to determine valid moves for the Bishop piece	2	7	2
10- Knight Chess Piece Object	Contains logic to determine valid moves for the Knight piece	2	8	2
11- Pawn Chess Piece Object	Contains logic to determine valid moves for the Pawn piece	2	9	2
14- Capture piece	Logic to detect and handle the capture of a piece	2	11	2
16- Move detection/display	When a piece is selected, determines and displays the possible moves that that piece can make	13	10	2
17- Move piece(UI)	When a piece is moved, the corresponding user interface is updated along with the board managed on the backend	3	13	2
17- View Valid Moves(UI)	When a piece is clicked, the user needs to see all the possible moves that can be completed with that piece	2	14	2

Task History

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Chess Logic Design	2	0.5	8	Implemented by Jacob Kice. Moves selected piece to designated location, updates piece's internal position members
User Story: As a player, I want the game to properly react to the moves I make.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Game End Logic	0.25	0.25	1	Implemented by Joe Hotze
User Story: As a player, I want to know if the game is won, lost, or still ongoing				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
King Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze
User Story: As a player, I want the King piece to properly determine its possible moves.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Queen Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze
User Story: As a player, I want the Queen piece to properly determine its possible moves.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Rook Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze

User Story: As a player, I want the Rook pieces to properly determine their possible moves.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Bishop Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze
User Story: As a player, I want the Bishop pieces to properly determine their possible moves.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Knight Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze
User Story: As a player, I want the Knight pieces to properly determine their possible moves.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Pawn Chess Piece Object	0.5	0.5	2	Implemented by Gunther Luechtefeld and Joe Hotze
User Story: As a player, I want the Pawn pieces to properly determine their possible moves.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Capture Piece	0.5	0.5	2	Implemented by Joe Hotze
User Story: As a player, I want to be able to capture my opponent's pieces when I make the correct move.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Move detection/display	2	2	13	Implemented by Jacob Kice

User Story: As a player, I want to be able to see the possible moves that a piece can make when I select that piece.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Move piece(UI)	2	-	3	
User Story: As a player, I want my chosen moves to be quickly rendered so that the next player's timer starts to tick, and my timer pauses.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Artifacts Documentation	1.5	1.5	2	Implemented by Jacob Kice
User Story: As a developer, I need to know what the project is supposed to do. I also need to know what parts of the project are supposed to be accomplished in each sprint.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Sprint Architecture	0.5	0.5	1	Implemented by Jacob Kice
User Story: As a developer, I need to understand what portions of the architecture are supposed to be implemented in each sprint.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
User Stories	0.75	0.75	1	Implemented by Jacob Kice
User Story: As a developer, I want to understand the purpose of each task or requirement.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes

Board Initialization	0.5	0.5	1	Implemented by Jacob Kice
User Story: As a player, I want the board to be populated with the correct pieces in the correct positions when the game starts.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Initial API connecting front end to back end	3	3	8	Implemented by Jamie King
User Story: As a player, I want the rendered game board to interact with the back-end logic to determine where I can make moves, track which player's turn it is, and all other components of an active game.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
17- Move piece(UI)	2	2	3	Implemented by Srihari Meyoor
User Story: As a player, I want the rendered game board to interact with the back-end logic to determine where I can make moves, and move the piece I desire to the square I want it to move to.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
17- Show Valid Moves(UI)	1	1	2	Implemented by Srihari Meyoor *Need to change picture for valid moves when another piece is on the square. That is something to worry about the next sprint.
User Story: As a player, I want the rendered game board to interact with the back-end logic to determine where I can make moves, and display all squares I can move a desired piece				