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

Task History

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes

Chess Logic Design	2	-	8	
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	
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	
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	
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	
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	
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	
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	
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	
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	
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.				