

## Team 2 Project 3 Sprint 3 Documentation

### Task Overview

Requirement ID	Description	Story Points	Priority	Sprint No.
17 – Power Chess Mode	Options and selection availability for the new game mode, power chess. In this mode, players can collect power-ups to give bonus abilities to their pieces.	5	17	3
18 – Power Chess Power-ups	Class object for the power-ups, which need to have functions to be placed on the board randomly, be collected by pieces, and unlock special powers for each unique piece to claim a power-up.	13	18	3
19 – Power-Up: King	Adds rules and abilities for the power-up that is gained when the King piece is to collect it.	5	19	3
20 – Power-Up: Queen	Adds rules and abilities for the power-up that is gained when the Queen piece is to collect it.	5	20	3
21 – Power-Up: Rook	Adds rules and abilities for the power-up that is gained when the Rook piece is to collect it.	5	21	3
22 – Power-Up: Bishop	Adds rules and abilities for the power-up that is gained when the Bishop piece is to collect it.	5	22	3
23 – Power-Up: Knight	Adds rules and abilities for the power-up that is gained when the Knight piece is to collect it.	5	23	3
24 – Power-Up: Pawn	Adds rules and abilities for the power-up that is gained when the Pawn piece is to collect it.	5	24	3
4 – Game End Logic	Add logic for being in check, game ending in checkmate, etc. Partially implemented in Sprint 2.	2	12	3

Movement Restrictions – Check	Adds logic to restrict valid moves based on check. Only valid moves are those that do not result in the player being in check.	3		3
Power Up Animations	Adds color and movement to the frontend and display powerup results based on board state in the backend. Create individual animations for each powerup.	8	25	3

## Task History

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power Chess Mode	1.5		5	
User Story: As a player, I want to be able to play the chess game in Power Chess mode.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power Chess Power-Ups	2		13	
User Story: As a player, I want my pieces to be able to acquire power-ups when playing in Power Chess mode.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: King	1.5		5	
User Story: As a player, I want the King piece to perform its special moves when it has a power-up.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: Queen	1.5		5	

User Story:

As a player, I want the Queen piece to perform its special moves when it has a power-up.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: Rook	1.5		5	

User Story:

As a player, I want the Rook piece to perform its special moves when it has a power-up.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: Bishop	1.5		5	

User Story:

As a player, I want the Bishop piece to perform its special moves when it has a power-up.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: Knight	1.5		5	

User Story:

As a player, I want the Knight piece to perform its special moves when it has a power-up.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power-Up: Pawn	1.5		5	

User Story:

As a player, I want the Pawn piece to perform its special moves when it has a power-up.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Game End Logic	0.5		2	

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
Movement Restrictions – Check	1.5		3	

User Story:

As a player, I want the valid moves presented when I select a piece to not include moves that would place me in check or leave me in check.

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Power Up Animations	5		8	

User Story:

As a player, I want my powers to be visualized on the UI and the resulting actions to be maintained and tracked.