Team 2 Project 3 Sprint 1 Documentation

Task Overview

Requirement ID	Description	Story Points	Priority	Sprint No.
2- Chess Board Design	Create a class to store and move chess pieces on	3	1	1
5- User Role and Entity	Add base classes for users, player 1, player 2, along with service classes to manipulate entities such as king, queen, rook, bishop, knight, pawn, board.	5	3	1
Requirements Document	Create a prioritized list of project requirements	2		1
Architecture Document	Create a detailed description of the planned project architecture	5		
Use Case Diagram	Create a UML based use-case diagram	2		1
Data Flow Diagram	Create a UML diagram to visualize data flow within the project architecture	3		1
Architecture Diagram	Create a UML diagram to visualize the architectural structure and dependencies of the project	3		1
State-Transition Diagram	Create a UML diagram to visualize the states, transitions, and related actions that occur during the operation of the project	3		1
User Interface Chessboard	Create a basic chessboard layout with draggable pieces	3		1

Task History

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Chess Board Design	0.5	0.5	3	Implemented by Jacob Kice. Implemented square class to hold current piece and powerup status, implemented board class to hold board array, game status, and

				players turn. Also controls basic terminal display of board.
User Story: As a player, I want to see the board, the pieces, and other details displayed when I look at the game.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
User Role and Entity	1	0.75	5	Implemented by Jacob Kice. Implemented basic player classes to hold player's color, turn info, and current pieces. Implemented generic piece class and basic framework for specific piece type classes
User Story: As a player, I need to track which pieces belong to me, whose turn it is, and where I can move my pieces.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Requirements Document	1	1	2	Implemented by Jacob Kice, Joseph Hotze, Jamie King, Gunther Luechtefeld, and Srihari Meyoor.
User Story: As a developer, I need to know the requirements of the project to ensure the project accomplishes its goals.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Architecture Document	2	2.5	5	Implemented by Jacob Kice, Srihari Meyoor, and Jamie King.
User Story: As a developer, I need to understand how the project architecture is designed so I can better develop the code.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Use Case Diagram	1	1.5	2	Implemented by Joseph Hotze
User Story: As a developer, I want a visual representation of the use cases for the project so I can understand what the code is supposed to do.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Data Flow Diagram	1	1	3	Implemented by Jamie King
User Story: As a developer, I want a visual representation of how data flows between the different modules during operation so I can better implement their interactions.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Architecture Diagram	1	1	3	Implemented by Gunther Luechtefeld
User Story: As a developer, I want a visual representation of how the architecture is structured to help me better understand it and ensure successful development.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
State Transition Diagram	0.75	0.75	3	Implemented by Jacob Kice
User Story: As a developer, I want a visual representation of the basic program states, how and why it transitions between them, and the related actions to help ensure correct implementation of the project design.				

Task Name	Estimated Hours	Actual Hours	Story Points	Implementation Notes
Chess Board Implementation	0.5	1	3	Implemented by Srihari Meyoor. (Only the board, and chess piece entities, can't set pieces down but can drag them)
User Story: As a player, I want to have an interactive experience where I can drag pieces to the desired tiles on the board.				