

Overview

The basic goal of Sprint 1 is to develop the basic project architecture, including module frameworks and a basic board display to use in future development. Sprint 1 also includes the development of the basic project plan and documentation, including the project architecture, requirements artifacts and requirements stack.

Artifacts

- The project is intended to run through a JavaScript user interface within any modern web browser.
- The user must be able to launch the program and see and interact with the game board and pieces.
- The developers must have a list of requirements for the project.
- The developers must have a detailed description of the planned architecture for the project.
- The developers must have UML diagrams to visualize the data flow, architectural structure, states and transitions, and use-cases within the planned project.