BubblePipe Team Meeting 2/5/2015

# Brainstorm

* Languages/Frameworks
  + HTML5 – Utilizing canvas for drawing on screen and animations
  + CSS3 – Frontend design
  + Javascript – Clientside Backend
    - Use Strict
    - jQuery – DOM Manipulation
    - QUnitJS – JS Unit Testing
    - JSDoc – JS Code Documentation (Javadoc Style)
    - SocketIO – Used to manage player connection
  + PHP – Serverside Backend
    - SLIM – REST framework
    - PHPUnit – PHP Unit Testing
    - MySQL – Backend Database
    - PHPDoc – PHP Code Documentation (Javadoc Style)

# Self Deadlines

1. 1/24/2015 – Requirements Document & Initial Design

# Initial Design Discussion

* Board will be a 8x8 matrix of Chess Pieces
* Gamesate (In play, stalemate, draw, etc.)
* Timer option?
* ChessBoard
  + Board: ChessPiece[][] (8x8)
  + State: State ENUM (White move, black move, endgame)
  + Promotion(): ChessPiece
* Game
  + GameID: Int
  + Player1: String (UserID)
  + Player2: String (UserID)
  + Board: ChessBoard
* ChessPiece
  + Name: String
  + Create(): void
  + Destroy(): ChessPiece
  + Capture(): void
* Move:
  + MoveID: Int
  + MoveNumber: Int
  + CoordinateFrom
  + CoordinateTo
* Main Menu
  + Start New Game or Join Game (supply gameID)