CIS 350 Term Project

Release #3

Raleigh Mumford

Mitch Herrema

Tyler Vassallo

**Project Objective and Scope**

For this release we needed to have a fully functioning version of chess in MVP format with added extra features. We were able to get a fully functioning game of chess in former releases however our checkstyle and metrics were not working correctly. We were able to add a lot of functionality for this release including a timer for the match, showing available moves and a boneyard to show which pieces have been taken out of the game.

**Team Responsibilities**

Since we have had a lot of problems in the past the team responsibilities for this release in an email from Raleigh

Here are the responsibilities

Raleigh

Finish Checkstyle for the model and gui

I will also run Metrics and get that report ready

Create a new UML Diagram

Write up project objectives and scope

Write up responsibilities of everyone in the group

Create self-reflection

Tyler

Since the Use Cases were not written properly from the second release why dont you fix those as well as add new use cases for the added element

Help Mitch create new code that adds functions to the code

Create self-reflection

Mitch

Create more test so we at least have 100% coverage for the model

Add new functionality to the GUI so we have something new for the final release

Create self-reflection

**Self Reflection for Raleigh Mumford**

Unfortunately there were more problems for this release; Mitch did not get his piece of the project done in time for our due date Monday. He also refused to communicate with Tyler about parts of our release for a not known reason. Tyler and I communicated well enough to get our pieces done while in correct communication together. This was much better than our pervious release however it still was not perfect unfortunately but we were able to at least finish our project for the end of the semester.

