Sprint Planning

Meetings

# Meeting for Sprint 1

## Overall Goal of System

* Every year, computer science students from different years will have a competitive project in a tournament format.
* Steve would like a central website, where adding, removing, and editing tournaments is easy.
* Historical data on games needs to be retained.
* Students need to have their own profile if they want to participate.
* We need to build this website in such a way that its easily extensible.
* The backend will start tournaments and control the flow of games. However, the backend will not be running the student’s code.
  + That will be run on some other computer.
  + Perhaps on a server like Hurok.
  + The backend will only accept player moves.
* The admin will start tournaments by selecting / creating a game file, then selecting the students that will participate in said tournament.

## Requirements for sprint 1

* At least 3 games need to be implemented on the website.
* There should also be leader boards per tournament.
* The backend and database should be up and running.
* The front end needs to be set up.
* Players need to be able to login / register and view their profile.
* When a user clicks on a player in a leader board, their profile should be opened.
* Things a user needs:
  + Name, (first and last)
  + Student number
  + use rid
  + URL and port number to their server.
* How Steve would like the interface to be developed.
  + open()
  + read Input()
  + step()
  + render()
  + communicateState()
  + gameOver()
  + close()

## Other

* We are allowed to use open-source software.

## Things to research

* UCI, chess protocol
* Battlesnake.com