Effort Matrix:
Tasks/Group Member

	Hours Spent
Rouba	
Design the layout of the web application.	**80**
Develop the web application using react and VDOM.	**160**
Incorporate the components of the web application.	**60**
Test the web application for accuracy in performance.	**60**
Validate that the web app is ready for the chess engine to be hosted on it.	**40**

	Hours Spent

Chris

Create a basic structure for the chess engine.

	120

Create Database using mySQL -
This will be used for storing history, and user account information.

	80

Develop a basic utility function for the chess engine
that picks the best move from a list of possible moves.

	120

Develop a web service to allow communication
between the middleware and the engine.

	200

Research useful C# libraries for chess logic. **80**

	Hours Spent
Joe	
Research basic and common machine learning	**40**
Create database diagrams	**40**
Build Data Access Layers (connect database to code base)	**40**
Build controllers that take data from database and put them into an API.	**120**
Lsitener functions for chess engine. Listener will read the inputs made by the user.	**80**

	Hours Spent
Aj	
Initialize a basic chess board using chessboardjsx	**40**
Initialize and implement game logic using chess.js library	**40**
Implement game history stepping	**120**
Implement game analysis	**200**
Integrate analysis with a publicly available chess API	**100**