Team 16 - SAGAS Omega Chess

Omega Chess

Demo

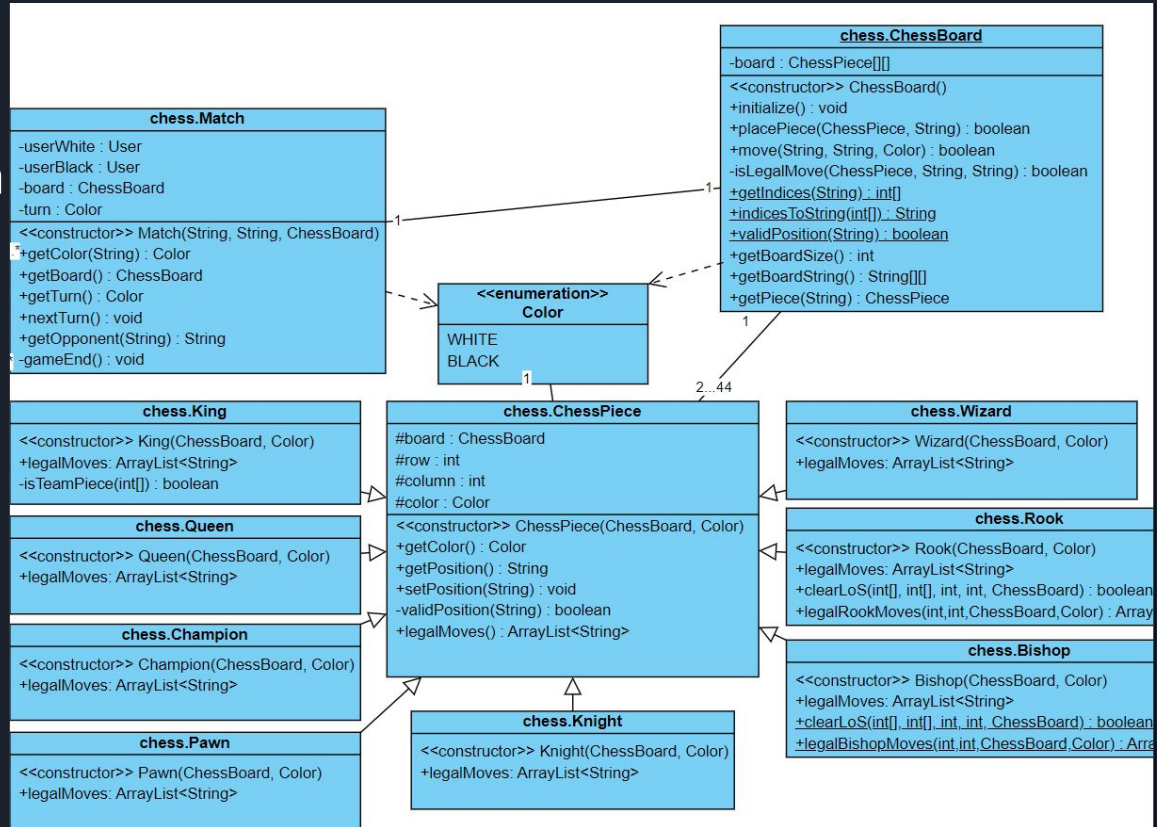# User Stories and Tasks

- Completed User Stories
  - Create Game Board
  - Send Invites
  - Display Pieces
  - Respond to an invitation
  - Show Match History
  - Save Game Progress

Traceability Matrix

Requirement	Connect database to code	Database table created to store user data	UI created for user registration	API created at server side for user registration	UI created for user login.	API created at server side for user login	Validation Service created at server side to validate user credentials	UI created to find user from usernames and display the results	User can accept invitations	Board Java object is created	Board is shown on web page	King Created	Champion Created	Queen Created	Castle Created	Bishop Created	Knight Created	Pawn Created	Wizard Created	UI created to show previous match history of a user	API created to fetch history data for logged in user	UI button created to surrender game	Register api endpoint was added	A button on UI is provided to save game progress	API created to save game progress	UI created to search for another user	User alerted when invited to match
Login					X	X	X	X																			
Registration	X	X	X	X																			X				
Create a board										X	X																
Save Game Progress																								X	X		
Show Match History																				X	X	X					
Response To An Invitation									X																		
Send Invitation																										X	X
Create Pieces												X	X	X	X	X	X	X	X								

Design Decisions

- Remade Class Diagram
- Microservices

Scrum Ceremonies

- Sprint Review
  - Completed Planned User Stories
- Sprint Retrospective
  - Good
    - Planning
    - Being Understanding
  - Room for improvement
    - Ensuring equal contribution
    - Incremental development