Project Deliverable 1

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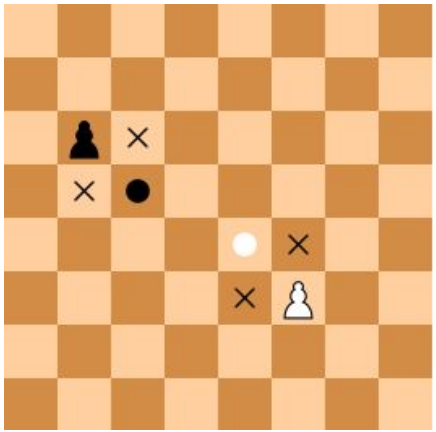
Locked in battle, fighting to keep code safe for everyone!

The mission of our team, the Masked Code Avengers, is to create the best product possible through effortless communication, hard work, and clean code.

Legan Chess

- Chess variant invented in 1913
- Differs in starting positions and pawn movements
- Castling is not allowed
- Pawns move one square diagonally forward
    - White: right to left
    - Black: left to right
    - Capture orthogonally in the direction of movement



https://en.wikipedia.org/wiki/Legan_chess

User Stories

- As a user, I would like...
  - To register an account on the game platform.
  - To login into my registered account.
  - To see a list of potential opponents that I can Invite to play a game.
  - To invite other players or accept/reject invitations sent to me.
  - To see a history of the games I have played.
  - To instantiate/start a game or join an existing game.
  - The game to enforce the corresponding ruleset for the correct game (Legan chess).
  - The game to keep track of each player's turn and notify both when a game is ended.
  - Save my game and pick up where I left off later.

CRC Cards

Platform	
Authenticates users	Authentication
Host matches	Game
Record match history	History
Allow users to find each other	User Communication

Existing User	
Login	Authentication
Create a match	Game
Invite player to a match	User Communication
Accept/reject invitation to a match	User Communication
Participate in multiple matches simultaneously	User Profile
Quit a match	Game
Update match status	Game Status
User can unregister	User Profile

New User	
Registration	Authentication

User Communication	
Manage game invitations	
Allow users to search for one another	

Game	
Displays gameboard	
Wait for another player to join	Rules
Prohibit too many players from joining	Rules
Keep track of whose turn it is/ Save match progress	Match Status
Ensure game move is legal	Rules
Notify players of winner	Match Status
Upload final statistics after match completion	History

CRC Cards - Continued

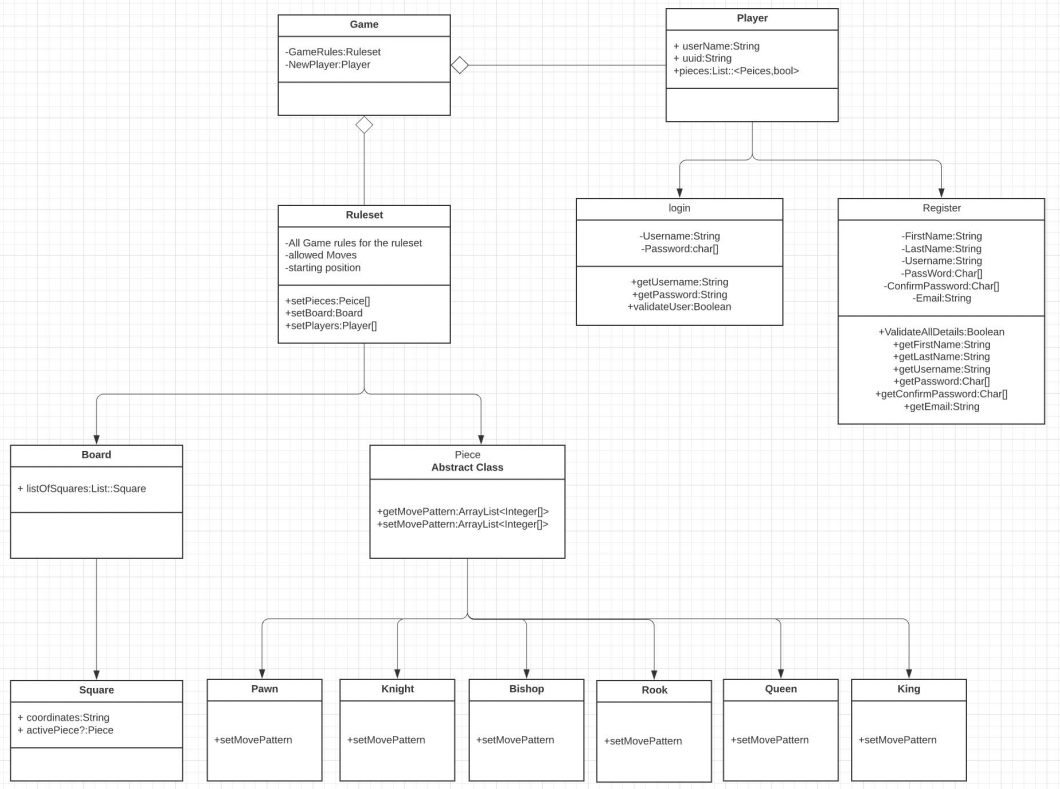
History	
Track match history	Game
Calculate match statistics	

Rules	
Contain ruleset for given game	Game
Ensure correct number of players before match start	Game

User Profile	
Display user credentials	
Allow user to unregister	
Display match history	History
Provides access to matches in progress	Game

Match Status	
Track each match's status	Game
Track all game moves	History

Class Diagram



Sprint 1 Review

Project Objectives

- Develop software system to play Legan chess
- Successfully collaborate as a team
- Utilize agile methodologies
  - Scrum meetings, Kanban board, etc.

Upcoming

- Develop user registration
  - Backend
  - Frontend/UI
  - API
- Application webpages
  - Home page
  - Registration page
- Application login
  - frontend components on home page
  - Create POST and GET APIs

Successfully Completed Tasks

- Create User Stories and Tasks
  - What does the user want to accomplish from this game?
  - What does the user need to do to play the game successfully?
- Create CRC Cards
  - What are the classes?
  - Responsibilities?
  - Collaborators?
- Add content to Kanban.md
  - Add tasks to the Kanban board
  - Organize tasks according to urgency/importance
  - Assign team members to tasks to be completed
- Create Class Diagrams
  - What are the classes called?
  - What are the attributes?
  - What are the operations?
- P1 Presentation
  - Create PowerPoint to present P1 deliverable
- Sprint review notes
  - Meeting minutes
  - Sprint1-Review.md (this file)
- Sprint retrospective notes

Sprint 1 Retrospective

- What went well?
  - Planning
  - Team member involvement and communication
  - Completing Sprint 1 design objectives
- What didn’t go well?
  - Meeting attendance
  - Sticking to lower-level design choices
  - Monitoring Kanban board status
  - Pull request process
- Next steps
  - Developing basic functionalities of the platform