

Sprint 1 Backlog

1. GUI

a. Chessboard

- i. Checkerboard grid (alternating colors)
- ii. Black/white chess pieces
- iii. Move pieces via arrow keys
- iv. Move pieces via mouse clicks
- v. Timer icon that displays time remaining per move

b. User menu options

- i. Log in/out
- ii. *Save/Resume game
- iii. Begin new game
- iv. Save game score
- v. Past history (top scores, etc)
- vi. Exit