

Sprint 1(October 17-November 1):

- Dice Rolling
- Resource tiles
- Game Board
 - Back end separate from front end
- Resource gathering
- Players
- Settlements
- Cities
- Roads
- Menu(not necessarily operational)

Sprint 2(November 2-November 16)

- Menu to select features
- Players
- Game board
- Resource tiles
 - Randomized
- Dice rolling
- Roads
- Cities
- Settlements
- Resource gathering

Sprint 3(November 28-December 14)

- Trading
- Robber
- Ports
- Victory points
 - Longest Road
 - Largest Army
- Development cards
 - Knight cards
 - Progress cards
 - Victory Point Cards

Completed:

- Menu to select features - **easy**
Intro menu that shows different game options before starting
- Players -**medium**
Ability to track player stats and resources, turns
- Game board - **hard**
Draw the game board and track cursor actions in the game space
- Resource tiles - **easy**
 - Randomized - **very easy**
Creating a data structure to hold the tiles, shuffle them, assign them to the board
- Dice rolling - **very easy**
Literally roll two dice and add them
- Roads - **easy**
Ability to add player construct of a road
- Cities - **easy**
Ability to add player construct of a City to replace a settlement
- Settlements - **medium**
Ability to add player construct of a settlement where it is allowed
- Resource gathering - **easy**
After dice are rolled give players the resources that they are owed for the turn
- Trading - **easy**
Allow the current player to initiate trades with other players
- Robber - **medium**
Mechanism to move the robber when 7 is rolled, steal extra cards, and block resource

collection

- Ports -**medium**
Allows player to make a predefined trade with the game instead of a player
- Victory points - **medium**
Gives the player points based on certain game elements like length of a road or

settlement count

- Longest Road - **hard**
- Largest Army - **easy**
- Development cards
Cards that the player can receive that cause different game actions
 - Knight cards - **easy**
 - Progress cards - **medium**
 - Victory Point Cards - **very easy**

Incompleted:

Larger board (more players)-**Medium**

Allow the game to be played with more than 4 players on a board that has more tiles

Different shape board/tile-**hard**

Create a different shape tessellation to change the game dynamic

Currency-**easy**

Add gold pieces that can be used in trades

More resource types-**easy**

Create additional resources beyond wool, brick, etc. and create usefulness for them

Lan play-**hard**

Ability to play a peer to peer networked version

- Group chat -**easy**

Overlapping roads-**medium**

Allow 2+ players to build roads next to each other for a cost

Rivers-**medium**

May add inland ports, areas that you cannot make a road, or a way to connect settlements without roads

Settlement Scrapping -**easy**

Allow players to regain a settlement piece and some resources

AI-**Very hard**

Computer players that offer a challenge to players in this game are incredibly difficult

Additional city/road like objects -**medium**

New structures that players can build that give new functionality. Metropolises for more resource collections, maybe airports to connect areas instead of roads, maybe harbors.

Banks -**medium**

Protect resources from the robber and other players for a fee

Saving games -**medium**

Ability to save game state and load it again later

Blind anger mode - **hard**

Fog of war, hides the game board tiles until after you have built in the adjacent areas.