

Item Number	Goal	Task	Estimated Time	Assigned To	Target Deadline	Actual Time	Actual Delivery	Status	Comments
1	Minimal Working System		17			16			
1.1		Minimal Territory Class (only name)	0.5	Zilin Yin	Feb 26	0.5	Feb 26	Completed	
1.2		Minimal Map Class (only 1 Territory)	0.5	Zilin Yin	Feb 26	0.5	Feb 26	Completed	
1.3		Client: display map + exit	2	Hongming Zhang	Feb 26	2	Feb 26	Completed	
1.4		Server: makes 1 territory map, sends to 1 client	2	Hongming Zhang	Feb 26	1.5	Feb 26	Completed	
1.5		Setup CI/CD, including automated tests	8	Zilin Yin	Feb 26	8	Feb 26	Completed	
1.6		Initial ActionChecker	2	Zijing Wang	Feb 26	2	Feb 26	Completed	
1.7		Initialize Player	2	Harrison Hao-Yu Ku	Feb 26	1.5	Feb 26	Completed	
2	Multiple Players/Multiple Territories		26			23			
2.1		Map supports more than one territory	1.5	Zilin Yin	Mar 2	1.5	Mar 2	Completed	
2.2		Server supports connections from multiple clients	3	Hongming Zhang	Mar 2	2	Mar 2	Completed	Groups of 3 only have to support 2 players
2.3		Client identifies which player (red, green, blue)	1	Harrison Hao-Yu Ku,Hongming Zhang	Mar 2	1	Mar 3	Completed	
2.4		Each territory owned by a player	0.5	Harrison Hao-Yu Ku,Hongming Zhang	Mar 2	0.5	Mar 3	Completed	
2.5		Client displays territories grouped by owner	2	Harrison Hao-Yu Ku,Hongming Zhang	Mar 2	1	Mar 3	Completed	
2.6		Add adjacency information to territories	2	Zilin Yin	Mar 2	2	Mar 3	Completed	
2.7		Client displays adjacency information	2	Harrison Hao-Yu Ku,Hongming Zhang	Mar 2	1	Mar 3	Completed	
2.8		Make one or more interesting maps	2	Zilin Yin	Mar 2	2	Mar 3	Completed	
2.9		Complete Action Checker	4	Zijing Wang	Mar 2	6	Mar 3	Completed	
2.1		Refactor and cleanup code	8	Everyone	Mar 2	6	Mar 3	Completed	
3	Units in Territories		48			31			
3.1		Each territory holds units	2	Zilin Yin	Mar 5	2	Mar 5	Completed	
3.2		Client displays unit information for each territory	2	Hongming Zhang, Harrison Hao-Yu Ku	Mar 5	2	Mar 5	Completed	
3.3		Server provides groups of territories to start in	4	Harrison Hao-Yu Ku,Hongming Zhang	Mar 5	3	Mar 5	Completed	Groups of 3 can just provide fixed starting map
3.4		Assignment of or choosing of territory groups to start	4	Hongming Zhang, Harrison Hao-Yu Ku	Mar 5	3	Mar 5	Completed	Groups of 3 can just provide fixed starting map
3.5		Server support for initial unit placement	8	Hongming Zhang, Harrison Hao-Yu Ku	Mar 5	4	Mar 6	Completed	Groups of 3 can just provide fixed starting map
3.6		Client support for initial unit placement	8	Hongming Zhang, Harrison Hao-Yu Ku	Mar 5	4	Mar 6	Completed	Groups of 3 can just provide fixed starting map
3.7		Server indicates to all clients when placement phase done	8	Hongming Zhang, Harrison Hao-Yu Ku	Mar 5	4	Mar 6	Completed	Groups of 3 can just provide fixed starting map
3.8		Complete PlayerActionHelper	4	Zijing Wang	Mar 5	4	Mar 5	Completed	
3.9		Refactor and cleanup code	8	Everyone	Mar 5	5	Mar 6	Completed	
4	Move Orders		36			32			
4.1		Server supports move order (no error checking, one per client per turn)	4	Zilin Yin	Mar 8	3	Mar 8	Completed	
4.2		Client supports entry + sending of move order	4	Hongming Zhang, Zijing Wang	Mar 8	4	Mar 12	Completed	
4.3		Server error checks for move orders: ownership/number of units	4	Zilin Yin	Mar 8	3	Mar 8	Completed	
4.4		Server error checking for move orders: path exists	4	Zilin Yin	Mar 8	3	Mar 8	Completed	
4.5		(optional) client validation of move order before sending	4	Zijing Wang	Mar 8	3	Mar 5	Completed	
4.6		Server supports multiple move orders per turn, with "commit"	4	Zilin Yin	Mar 8	4	Mar 8	Completed	
4.7		Client interface to commit move orders and end turn	4	Zijing Wang	Mar 8	4	Mar 12	Completed	
4.8		Refactor and cleanup code	8	Everyone	Mar 8	8	Mar 12	Completed	
5	Attack Orders		34			26			
5.1		Server can receive (but not yet resolve) attack orders	2	Hongming Zhang, Harrison Hao-Yu Ku	Mar 12	2	Mar 12	Completed	
5.2		Client support to send attack orders	2	Hongming Zhang, Zijing Wang	Mar 12	3	Mar 12	Completed	
5.3		Server resolves "simple" attacks	4	Zilin Yin	Mar 12	2	Mar 12	Completed	
5.4		Server resolves multiple attackers into one territory	4	Zilin Yin	Mar 12	2	Mar 12	Completed	
5.5		Units moving into a territory defend it	4	Zijing Wang	Mar 12	2	Mar 12	Completed	
5.6		Units moving out of a territory do not defend it	4	Zijing Wang	Mar 12	2	Mar 12	Completed	
5.7		Server error checking for attack orders	4	Zijing, Zilin	Mar 12	2	Mar 12	Completed	
5.8		(optional) client validation for attack orders before sending	2	Zijing Wang	Mar 12	3	Mar 5	Completed	
5.9		Refactor and cleanup code	8	Everyone	Mar 12	8	Mar 12	Completed	
6	Victory and Defeat		18			12			
6.1		Server detects when a player has lost	2	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	
6.2		Server automatically commits empty set of moves for players who lost	2	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	Groups of 3 do not need: only 2 players
6.3		Ensure disconnection of players works ok	4	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	Groups of 3 do not need: only 2 players
6.4		Ensure players who have lost may watch game	4	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	Groups of 3 do not need: only 2 players
6.5		Server detects when a player wins, notifies clients	4	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	For groups of 3, this is the same as 6.1

6.6		Clients display win information and exit	2	Hongming Zhang, Harrison Hao-Yu Ku	Mar 17	2	Mar 17	Completed	
6.7		Refactor and cleanup code	8	Everyone	Mar 17	6	Mar 17	Completed	
		Total estimated time	179			140			