

Backlog Task	Story Points	Assigned To	Status	Original Estimate	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
User Story 1															
Update Requirements	0.5	Riley	COMPLETE	1	0	0.5	0	0	0	-	-	-	-	-	1
Address Class	1.5	Trae	COMPLETE	2	0.5	1	0.5	0	0	-	-	-	-	-	2
UML Diagram	0.5	Jonah	COMPLETE	1	0	0	0.5	0	1	-	-	-	-	-	1.5
Neighborhood Class	1	Jonah	COMPLETE	3	0	0	0	1	2	-	-	-	-	-	3
writeAddresses Method	0.5	Anthony	COMPLETE	1	0	0	0	1	0	-	-	-	-	-	1
readAddresses Method	0.5	Anthony	COMPLETE	1	0	0	1	0	0	-	-	-	-	-	1
Implement Comparable	0.5	Anthony	COMPLETE	1	0	0	0.5	0.5	0	-	-	-	-	-	1
drawNeighborhood Methods	1	Riley	COMPLETE	4	0	0	1	0.5	4	-	-	-	-	-	5.5
User Story 2															
Story Points	Story Points	Assigned To	Status	Original Estimate	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
Random Time Generation	0.5	Trae	COMPLETE	2	0	0	0	0	1	0.5	0	0	0	0	1.5
PriorityQ w/ respect to time	2	Anthony	COMPLETE	2	0	0	0	0	0.5	0	0	2	0	0	2.5
Route	3	Anthony	COMPLETE	3	0	0	0	0	0	0	0	0	3	1.5	4.5
Truck's Movement	3	Jonah	COMPLETE	4	0	0	0	0	0	0	1	1	2	3	7
Update Requirements	0.5	Trae	COMPLETE	1	0	0	0	0	0	0	0.5	0	0	0	0.5
UML Diagram	0.5	Jonah	COMPLETE	1	0	0	0	0	0	0	0	0.5	0	0.5	1
User Story 3															
Story Points	Story Points	Assigned To	Status	Original Estimate	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
Resize Neighborhood / Adjustable	2	Anthony	COMPLETE	0.5	0.5	0	0	0	0	0	0	0	0	0	0.5
Routing Strategies - Only right turns	3	Anthony	COMPLETE	2	1	0	0	0	1	0	0	1	0	0	3
Compute Time of each route	3	Anthony	COMPLETE	2	0	0	0	0	0	0	0	2	0	0	2
Add order class	1	Trae	COMPLETE	0.5	0.5	0.5	0	0	0	0	0	0	0	0	1
Compute total length of each route	3	Anthony	COMPLETE	2	1	0	0	0	1	0	0	0	0	0	2
Update Requirements	1	Trae	COMPLETE	0.5	0	0	0	0	0.5	0	0	0	0	0	0.5
Add order to address file	1	Trae	COMPLETE	1	1.5	0	0	0	0	0	0	0	0	0	1.5
UML Diagram	2	Jonah	COMPLETE	2	0	0	0	0	0	0	0	0.5	0	1	1.5
Change color of delivery location	1	Jonah	COMPLETE	1	0	0	0	0	0	0	0	0	0.5	0	0.5
Truck's Movement	4	Jonah	COMPLETE	5	1	1	0	0.5	1	1	0	0	4	1	9.5
GUI Simulation for Right and Direct	3	Jonah	COMPLETE	2	0	0	0	0	0	0	0	0	0	2	2
User Story 4															
Story Points	Story Points	Assigned To	Status	Original Estimate	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
Finish Sprint 3 Log Items	4	Everyone	COMPLETE	-	-	-	-	-	-	-	-	-	-	-	-
Resize Neighborhood / Adjustable															
Change color of delivery location															
Change times to regular time + distance display	3	Anthony	COMPLETE	1	0	0	0	0	0	0	0	0	0	0	1
Change to observer design	4	Trae	COMPLETE	5	0	0	0	1.5	1	2	0.5	0.5	0	0	5.5
Document Code Snippets	2	Everyone	COMPLETE	0.5	0	0	0	0	0	0	0.5	0	0	0	0.5
Requirements	1	Jonah	COMPLETE	0.5	0.25	0	0	0	0	0	0	0	0	0	0.25
UML Diagram	1	Jonah	COMPLETE	0.5	0	0	0	0	0	0.25	0	0.25	0	0	0.5
User Input to select Routing	2	Jonah	COMPLETE	4	0	1.5	0	0	0	1	0	1	0	0	3.5
Different routing working with GUI	5	Jonah	COMPLETE	3	1	1	0	0	0	0	1	1	0	0	4
User Story 5															
Story Points	Story Points	Assigned To	Status	Original Estimate	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	SPRINT REVIEW
Add Decorator Pattern	3	Trae	COMPLETE	3	2	1	0	0	0	0	0	0	0	0	3
Add Singleton Pattern	2	Anthony	COMPLETE	1	0.5	0.5	0	0	0	0	0	0	0	0	1
Sandwich Calculation	1	Trae	COMPLETE	2	0	0	2	0	0	0	0	0	0	0	2
Resize Neighborhood / User Input	3	Jonah	COMPLETE	3	1	0	0	1	1	0	0	0	0	0	3
Change color of delivery location	1	Jonah	COMPLETE	0.5	0	0	0	0	0.5	0	0	0	0	0	0.5
Truck stops at each destination	1	Jonah	COMPLETE	0.5	0	0	0	0	0.5	0	0	0	0	0	0.5
Update UML	1	Jonah	COMPLETE	1	0	0	0	0	2	0	0	0	0	0	2
Update Requirements	1	Trae	COMPLETE	0.5	0	0	0	0	0.5	0	0	0	0	0	0.5
Backlog Tasks															
Random (and rare) U-Turns in each routing strategy															
Resizing needs an adjustment for smaller neighborhoods															
Refactoring of code															